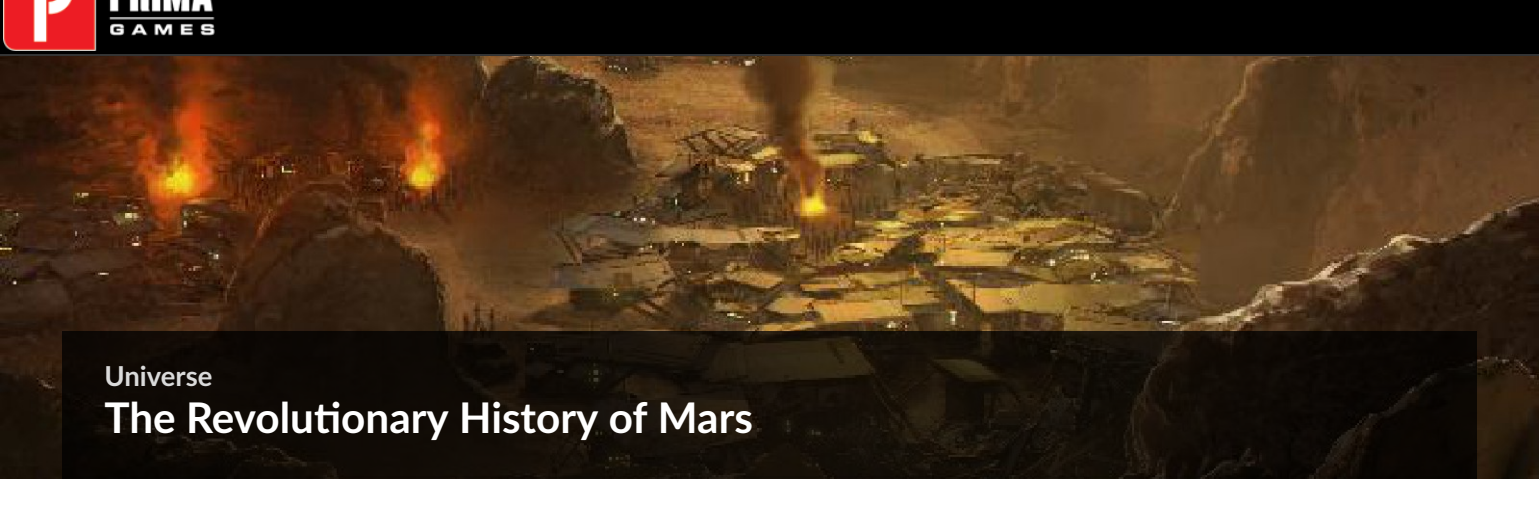
PRIMA GAMES



Universe

The Revolutionary History of Mars

Introduction

The fourth planet of the solar system is a dead one, but in the minds of men it has always represented the potential for expansion and adventure. Gazing at Mars, sparkling in the night sky, humanity dreamed of what could be.

Then, in 2050, that dream became a reality.

This is the story of Mars. Not the dream, but what we really found there. A planet of bloodshed, anger, heartbreaking sorrow and hope; a place where the will to survive can only be surpassed by the passion to be free.

A place called home, by countless Earth-kissed settlers. And by something far more horrible, lurking in the deep

The Revolutionary History of Mars

Arrival

2003–2040 C.E.

Rampant growth has left Earth with more than twelve billion inhabitants—most of them malnourished and living on top of each other, willing to do anything to survive.

After 195,000 years of human life, Earth burst at the seams. Food shortages and water problems led to large-scale riots across the planet. Wealth began to accumulate only in the hands of a few. With so few resources left to mine within the planet, governments began to look to Mars - the closest source of iron, copper, and other minerals so vital to industry on Earth. But, due to dwindling resources and rampant waste, government missions to Mars were only modestly successful, at best.

Colonization

2050–2074 C.E.

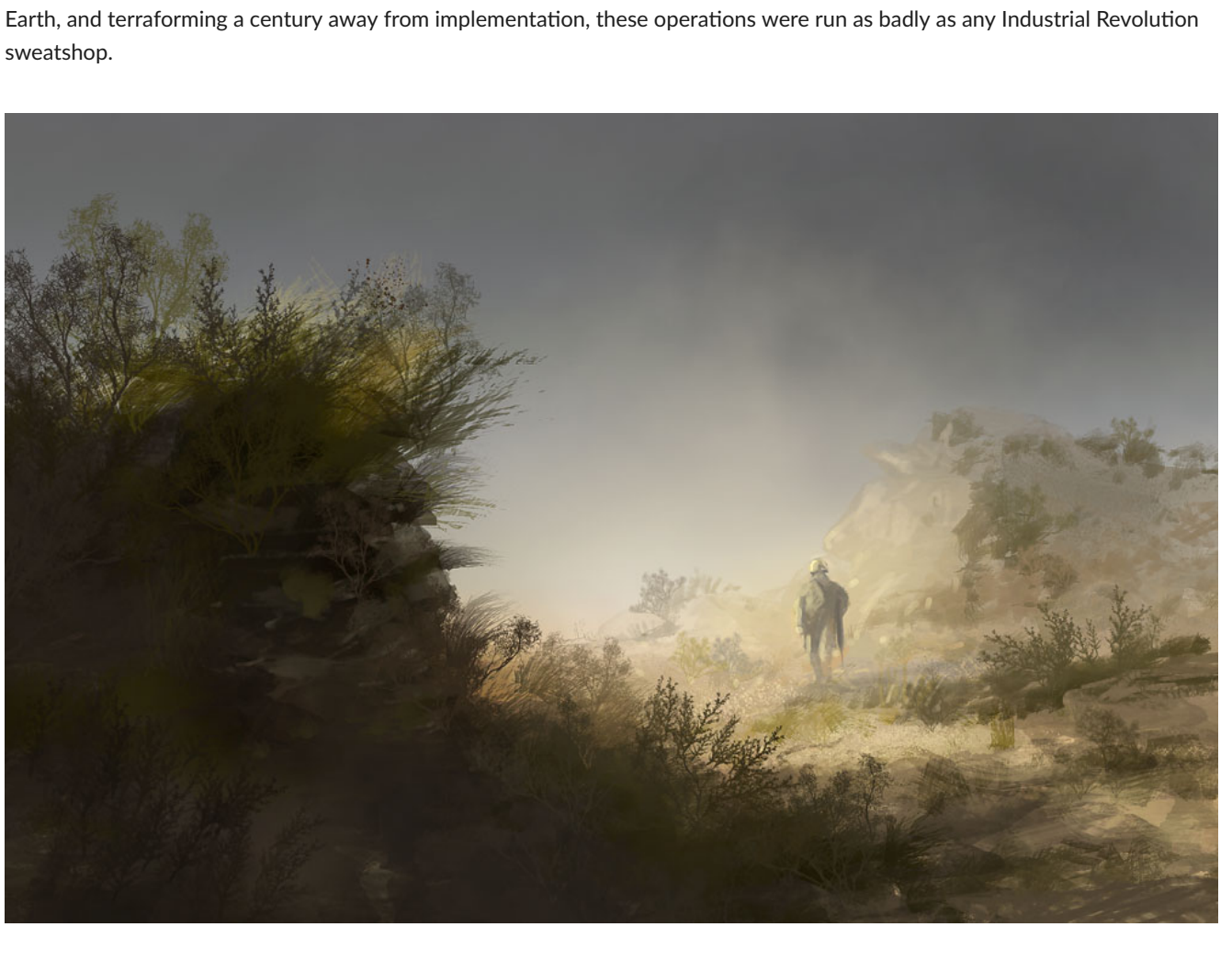
Enter the Ultor Corporation. In the early 21st century, this one-time clothing manufacturer began to expand into myriad different industries. The company saw the vast potential of Martian resources and required the raw materials abundant on Mars in order to continue growing. Through means both fair and foul, Ultor's board "convinced" the United Nations in the 2040s to confer upon the corporation a 99-year lease on all Martian territorial and mining rights. This deal was contingent on Ultor reaching the planet to establish a working colony there.

Ultor had everything to lose; any setback would have been catastrophic to both its reputation and its fiscal bottom line. But with the early navigation routes and topographical mineral scans previously mapped out by Earth's government science teams, the hard work had already been done. By 2050, Ultor had established its first colony of scientists and support staff on Mars. One year later, the first mine was opened.

Used in practically all late-21st century technologies, including the creation of nanites, the Martian mines began producing more wealth than most of the nations of Earth combined.

Mars was blessed with tremendous mineral wealth, more so than all early reports had predicted, but the planet lacked energy resources to help acquire that wealth. Wind and solar energy could only power a fixed percentage of the burgeoning colony. Dust storms were a regular, disruptive occurrence, boosting maintenance fees to astronomic levels. Since every drop of fuel had to come from Earth, the costs of interplanetary shipping combined with the ramifications of the first Fuel Wars of Earth kept those prices prohibitively high. Investment returns increased with the first shipment of ore back to Earth, but it wasn't nearly enough to keep pace with expenditures.

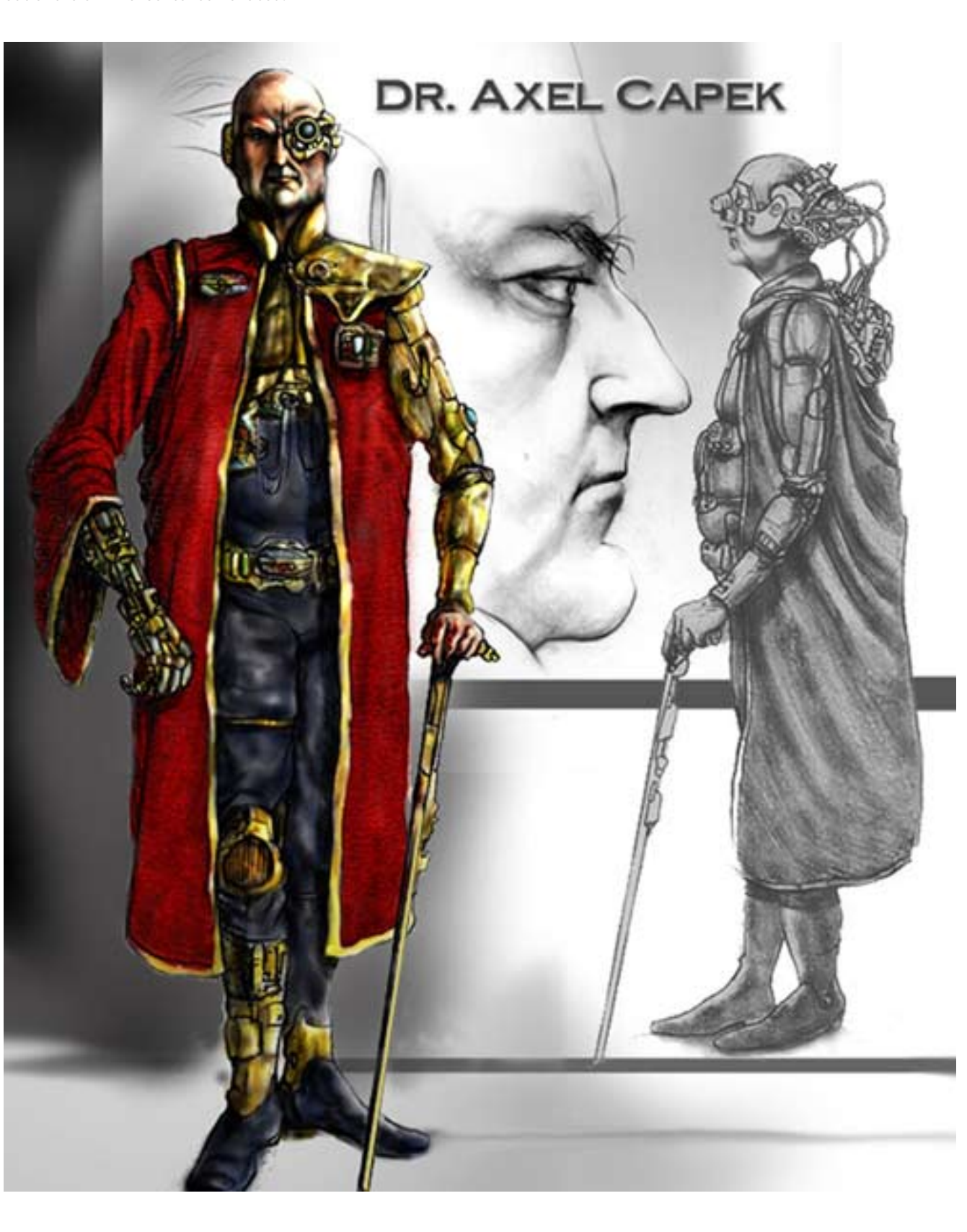
Ultor controlled what costs it could. Atmospheric scrubbers were scrapped in the dead of night, while cheap workshops were established in the mines to produce as much of the necessary infrastructure to survive as possible. With little oversight from Earth, and terraforming a century away from implementation, these operations were run as badly as any Industrial Revolution sweatshop.



Though not the American West in the strictest sense, Red Faction's Mars is a place of bandits, harsh climate, and ready carnage around every canyon bend.

But through all the hardships of the early years, compared to life on Earth, Mars was a paradise. There were no wars, no ethnic cleansings, and no food shortages. Ultor controlled life on the planet with a methodical sense of purpose, while government supervisors monitored the one thing the miners cared for most: their pay. Since everyone expected the early years would be difficult, unrest among the workers was maintained at a minimum level.

That is, until Dr. Axel Capek arrived at the Martian Complex. A scientist who was once at the forefront of nanotechnology research, Capek had run afoul of the law when his "innocent" experiments were revealed to have breached international law. Most governments had banned human/nanite research after the first forays into nanotechnology had turned out disastrously for their human test subjects. These revelations would have been the end of Capek's career had Ultor not offered him a way out of the criminal sentence he faced.



Before he was killed, Capek had created the Plague, its antidote,and dozens of other applications of nanotechnology. Because some of this intelligence escaped, there is no telling how far Capek's influence has spread since his death.

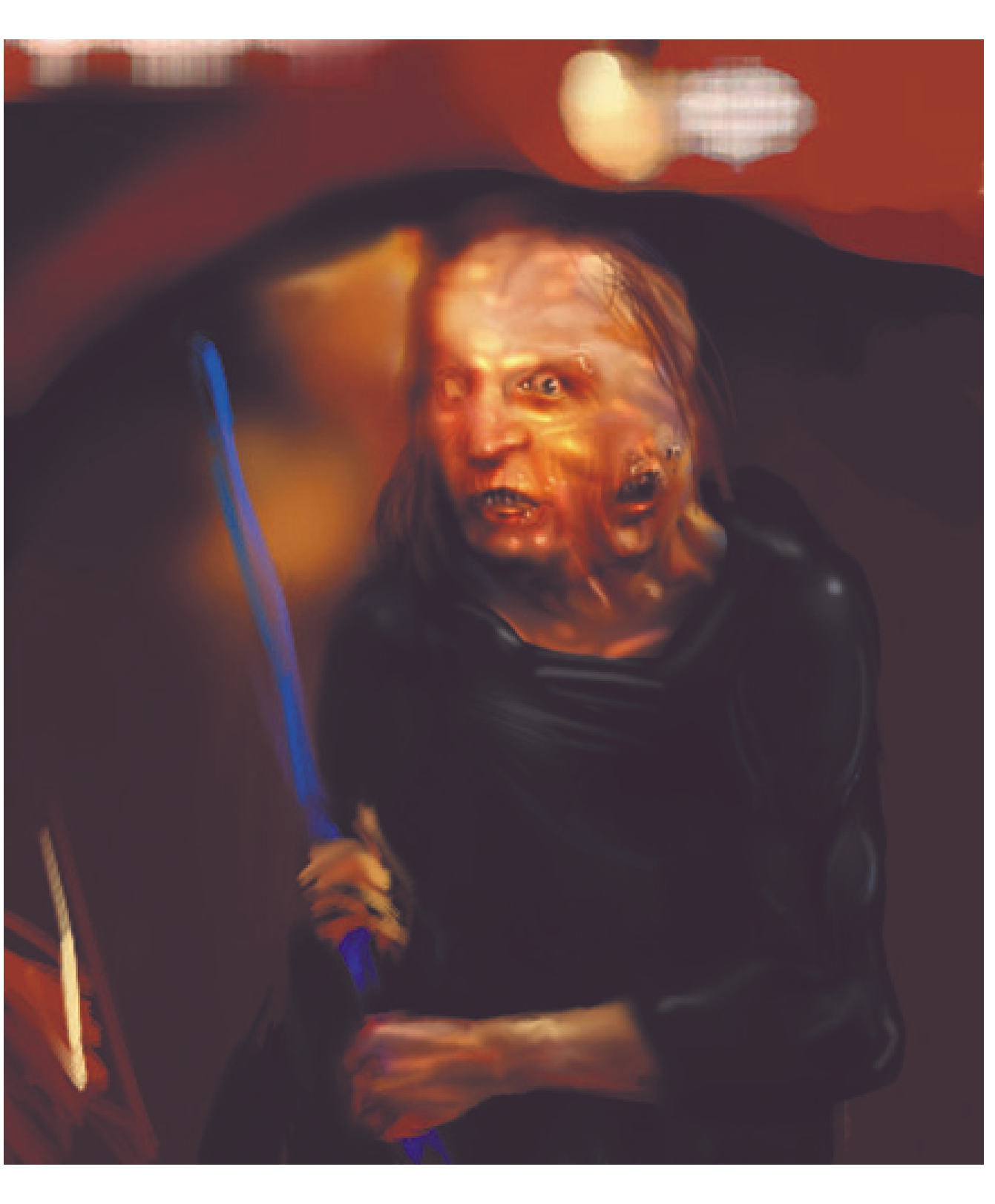
The corporation realized that in order for their operations to become a truly profitable enterprise, even further cutbacks were required. They needed a miner who wouldn't complain or, better yet, a miner that couldn't complain. Could nanotechnology be used to genetically manipulate future Colonists to require less oxygen? Or survive greater heat? Or go longer without provisions? Ultor thought the price was worth it. They paid Capek's fines and legal fees, shipping him off to Mars on the first available transport out.

His presence on the colony would prove to be an unmitigated disaster. Freed from even the minimal constraints of Earth's laws, Capek established a laboratory that was truly borne from a mad scientist's wildest dreams. Miners with desirable traits were whisked away in broad daylight, supposedly due to contract disputes or other trivial matters that might have forced a deportation to Earth. Few of those taken were ever seen again as Capek's experiments rarely left survivors.

With his influence growing, even Ultor's Security Division was hesitant to do anything about Capek's work. They turned a blind eye, assuming (or hoping) that he and his team were hard at work creating technology that would allow miners to better adapt to Martian conditions.

Eventually, Capek released millions of nanites into the Martian population. These miniature robots injected new sequences of nucleotides into the DNA of any person they came into contact with before moving on to the next "host." Rather than eliminate unwanted genes and curing cancer, however, the nanites indiscriminately tangled a target's genetic strings. Those affected were reduced to husks of human beings in short form.

Capek's plague was born.

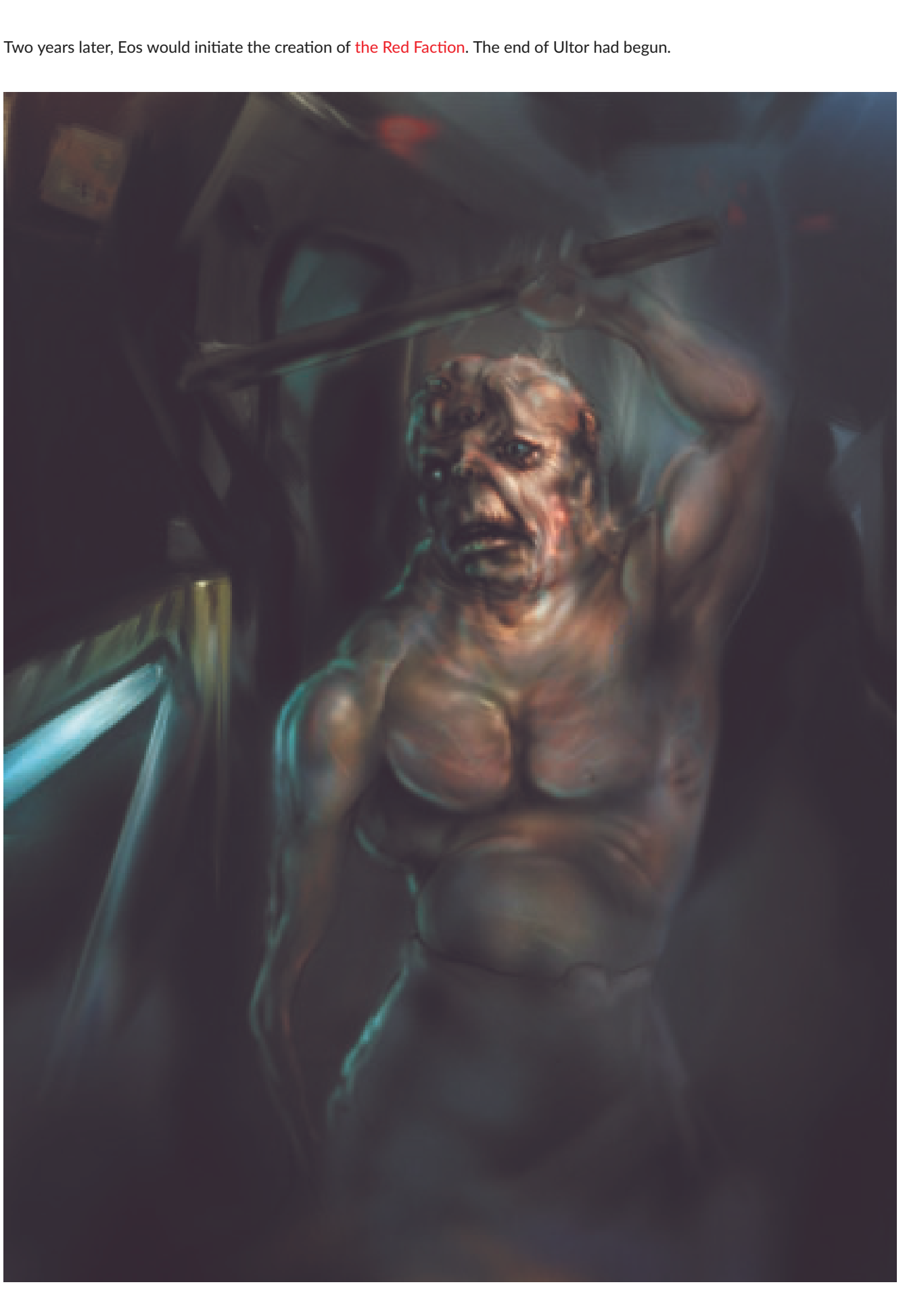


Capek released millions of nanites into the Martian population. These miniature robots injected new sequences of nucleotides into the DNA of any person they came into contact with before moving on to the next "host." Rather than eliminate unwanted genes and curing cancer, however, the nanites indiscriminately tangled a target's genetic strings. Those affected were reduced to husks of human beings in short form.

It is unknown whether this was intentional on Capek's part or a mistake. In any case, Ultor officials on Mars could not punish Capek for fear of losing access to his antidote. Capek continued his research, and miners began to die.

One such Colonist was the wife of an employee of Capek. Ravaged by tumors, her husband and daughter could only watch as the woman succumbed to the Plague in the first wave of casualties. The young girl, who later became Eos, was so traumatized by her mother's death that when she found out from her father who was responsible for the disease, she vowed revenge on Ultor and Capek.

Two years later, Eos would initiate the creation of the Red Faction. The end of Ultor had begun.



Parker's Rebellion

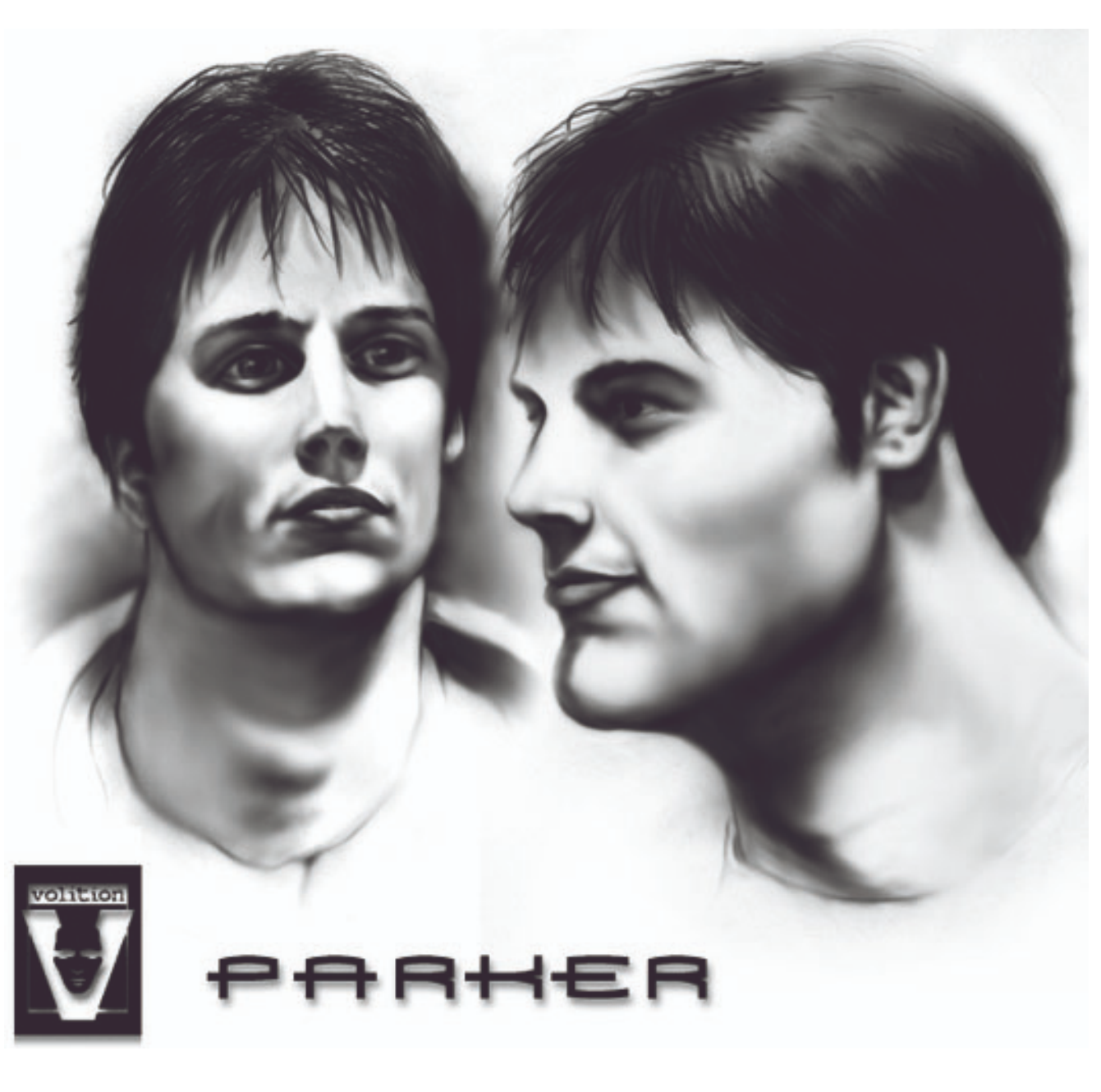
2075–2076 C.E.

Eos began actively recruiting from the dissident miners she knew rankled under Ultor's oppressive system. Slowly, Red Faction grew - and as it grew, so did its influence.

Aware of the bad publicity that this dissension could generate, Ultor chose to obliterate the opposition rather than work with it to address their legitimate grievances. They eradicated the first demonstrations, leading to mass arrests and more than a few executions. More miners were brought in to replace the insurgents and conditions degenerated further.

Eos managed to escape the raids, but the corporate clampdown had turned her from an aggrieved dissident to a raging radical. No longer would she be content with civil disobedience. Engaging an Ultor employee named Hendrix to relay her information, the surviving members of Red Faction began increasing their militaristic operations. These growing acts of terrorism culminated in 2075 when Eos set a bomb off in the Ultor Complex's cafeteria. Only a handful of Ultor employees were injured, but the explosion was seen as a call to arms. Parker's Rebellion had begun.

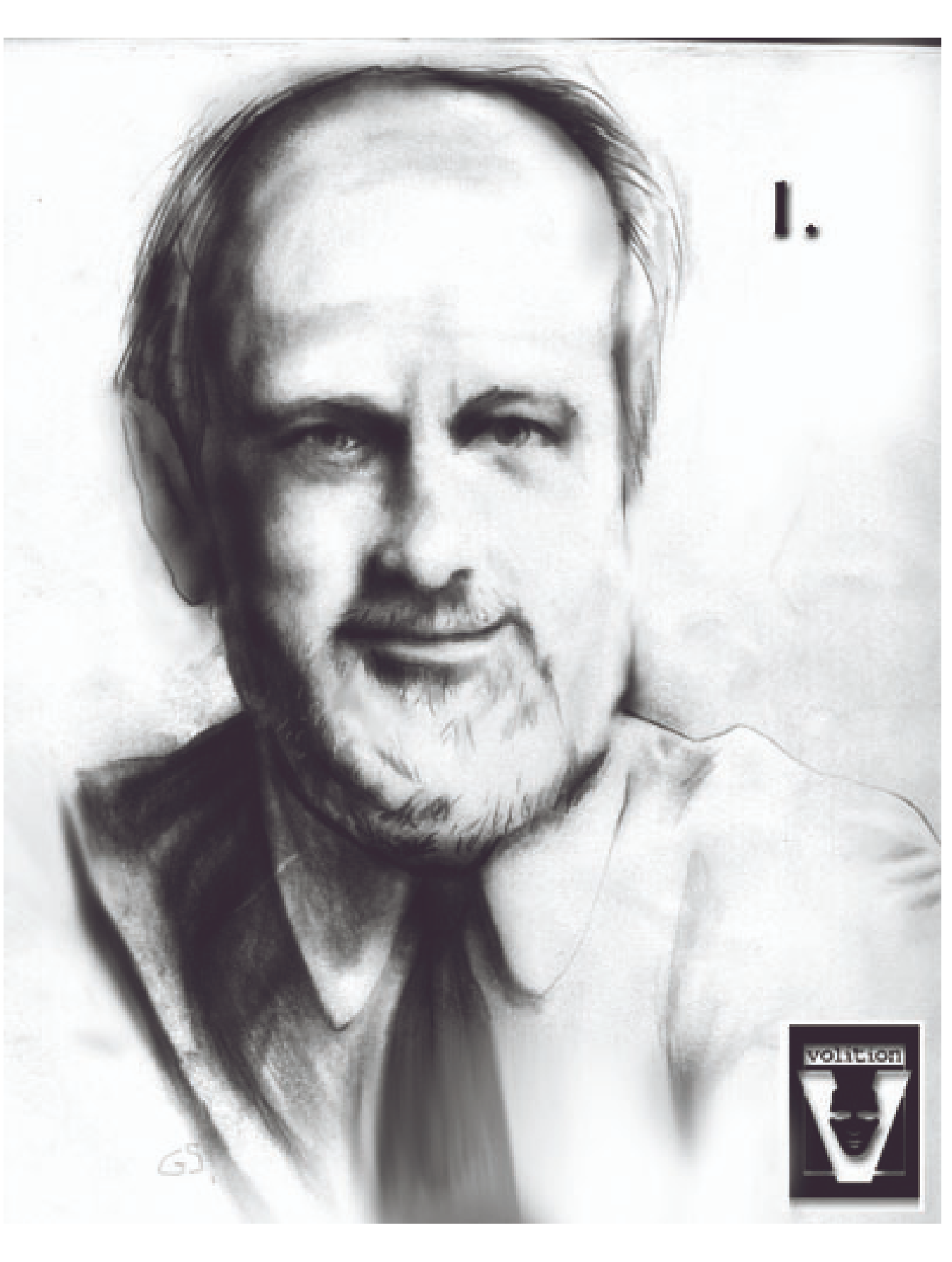
Unknown to Eos, the tipping point in Red Faction's favor arrived that very day. Having fled his boring, coddled life on Earth to find adventure on Mars, a man named Parker heeded Ultor's promise of steady work and a chance to get away from the horrors of Earth. Parker knew next to nothing about the subjugation of the planet. He simply wanted to get away from his parents and the life they had predetermined for him.



Nobody knows exactly what happened to Parker. There were rumors that Alec Mason once met a mumbling loner who answered to the name "Parker." This is a subject of much debate in the bars and backrooms of Bastion.

On that first day, however, Parker witnessed the horrors of Ultor's occupation. He quickly saw rampant brutality, the scourge of the Plague, and astonishingly unsafe working conditions. As Ultor cracked down on Red Faction, Parker witnessed the brutal murder of an innocent miner by an Ultor guard. When Parker stepped in to help, it led to a mass riot.

Thrust now into a leading role for the liberation of Mars, Parker had become enemy number one on Ultor's list. He had no idea how this would play out, but Parker had inspired the residents of Mars to overthrow their oppressors in a wave of violence. Guided by Hendrix—who renounced his employer upon seeing Parker's actions—Parker attracted the attention of Eos, kidnapped an Ultor VIP named Gryphon, and tried to unlock the secrets of Ultor's stranglehold on Mars.



Gryphon was the Deputy Administrator of Ultor until he was "convinced" to join Red Faction after Parker kidnapped him. He gave a lot of sound intelligence to Red Faction about his employer, which helped lead to the death of Axel Capek, the discovery of the Plague's antidote, and ultimately, the destruction of Ultor.

What Parker and Eos learned shocked them: hideous experiments with nanotechnology and the true source of the Plague. If Red Faction hoped to overthrow Ultor, they would need to infiltrate the deepest sectors of the corporation's hidden laboratories and find Axel Capek.

The journey was hard fought, but in the end, Parker and Eos found the good doctor tending to his experiments in his secret lab. Capek refused to surrender, but Eos managed to secure details of the antidote for the Plague and proof of Ultor's crimes. The two killed Capek and then split up: Eos headed to the surface to try and develop a cure for the Plague from Capek's notes, while Parker contacted the Earth Defense Forces.

The two killed Capek and then split up: Eos headed to the surface to try and develop a cure for the Plague from Capek's notes, while Parker contacted the Earth Defense Force - a security vanguard founded to monitor interplanetary trade. This was no simple task. Though the EDF rushed to the scene to deal with Ultor's crimes, Parker had to journey into space onboard a shuttle in order to shut down Ultor's Laser Defense System. Growing desperate, Ultor planned to use the anti-meteor laser screen to take down the EDF and establish its own nation on Mars. Parker destroyed the space station relay and cleared the way for the EDF as he crash-landed onto the Martian surface in an escape pod.

Ultor's last gasp was to hire a group of mercenaries led by the infamous Masako to "cleanse" Mars of any evidence of their mistakes, but it was too little too late. Parker killed Masako himself, Eos created an antidote, and Red Faction deactivated a bomb planted by mercenaries just as the EDF swooped down and restored order.

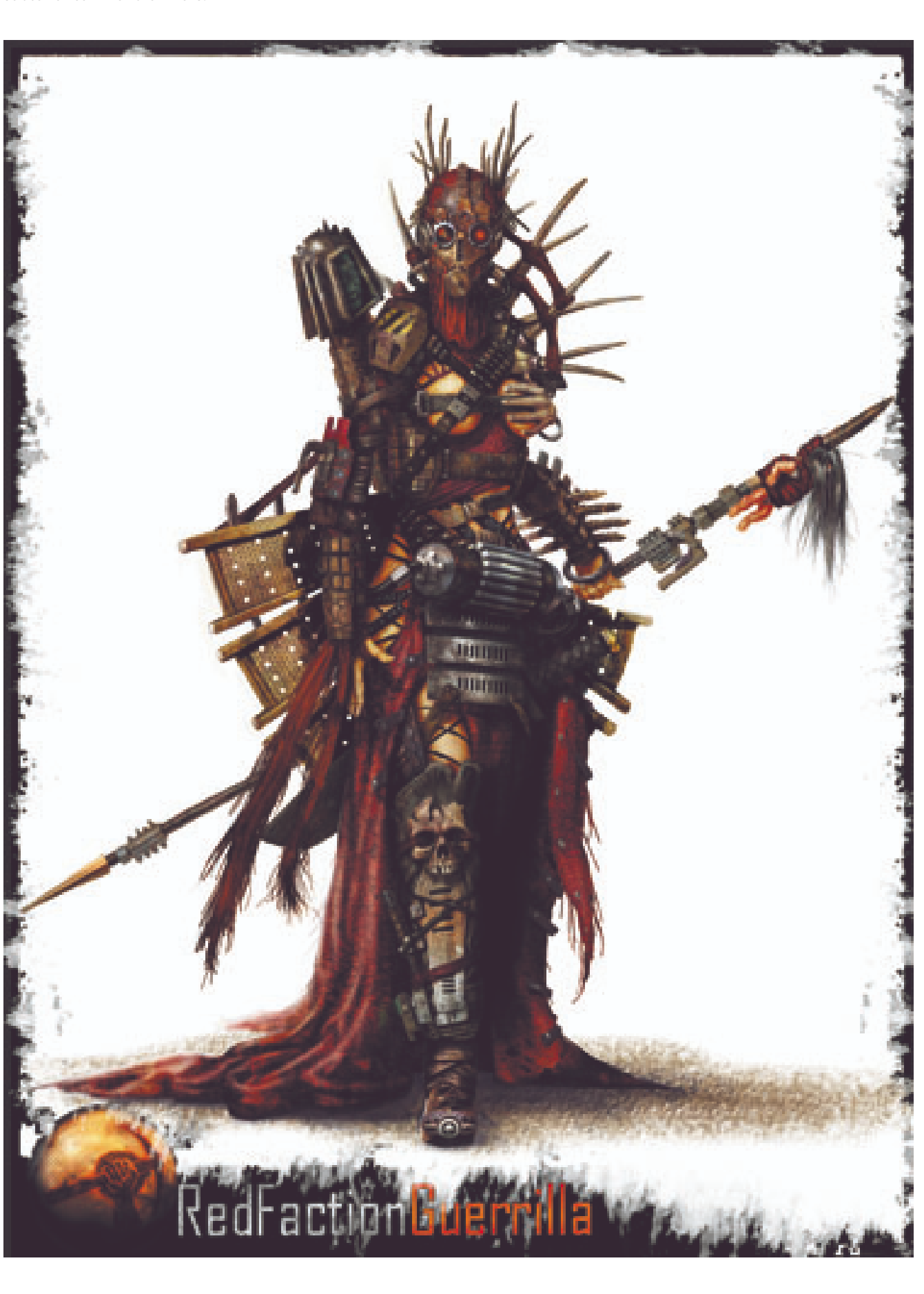
The citizens of Mars hoped their troubles were over, but the experiments of Ultor's scientists could not simply fade away and be forgotten. The EDF seized the most prominent of Ultor's crimes, the nanobot production, and revealed it as evidence of Ultor's wrongdoings. With Ultor effectively dissolved, the Earth Defense Force formed their own research groups and continued, surreptitiously, to harvest the benefits of Ultor's gene therapy experiments for decades to come.

Soon, the citizens of Mars began to realize that one major impediment to developing a free and fair society would soon become two: the EDF and the Marauders.

Deterioration

2077–2115 C.E.

Though Parker and Eos managed to defeat Ultor and put an end to the sick experiments of Dr. Axel Capek, his legacy would live on. In the chaos that followed the EDF occupation, Capek's Martian Advanced Science Team , or MAST, escaped into the subterranean world of Mars.



The Marauders are honor-bound, driven, cold, somewhat splintered, intelligent, and ignorant of Earth morals.

From the start, this group of troubled scientists knew they needed to hide from both the EDF and the Colonists. The sin of working with Capek to create the Plague made them pariahs among the very people they considered to be their own. They had been among the first colonists and had developed the technology that had tamed Mars—but tell that to an angry mob.

In hiding, they developed an isolationist society that was capable of sustaining and empowering its existence. Individualism was praised above all else but special care was given to impress upon the new generation – the first true sons and daughters of Mars – that they would be outcasts in the "other world" of the colonies. Instead, they would create technology out of cast-off Ultor tech, instill a warrior/honor-ethic to breed independence, ritualize scientific pursuits, and prepare for the day when they would retake Mars.

In short, they became the Marauders.

Of course, the Marauders could only remain hidden for so long. In 2110, the EDF and the Marauders first encountered each other in the Badlands of Mars. Fiercely territorial, and covetous of the EDF's vehicles and guns, the Marauders did not exactly greet their counterparts with open arms. For their part, neither did the EDF Drones. A bloodbath ensued.

Both sides escaped to nurse their wounds and recover. In the wake of the incident, the Marauders decreed that the EDF and all who supported them should be banished from Mars. The EDF retaliated, calling for the extermination of the Marauders and their strange science cult.

The stakes raised, Marauder men and women eagerly rallied to the banner of battle. Banditry increased, and the idea of isolation fell by the wayside. There was a war to be fought, and the Marauders knew they were in the right.

What they didn't know was that the EDF wasn't the peaceful, liberating force that had overthrown Ultor just four decades earlier. This Earth Defense Force was a rampaging army of oppression, run by corporations back on Earth.

Corporations desperate for the bounties of Mars. The shadows of Ultor.

Revolution

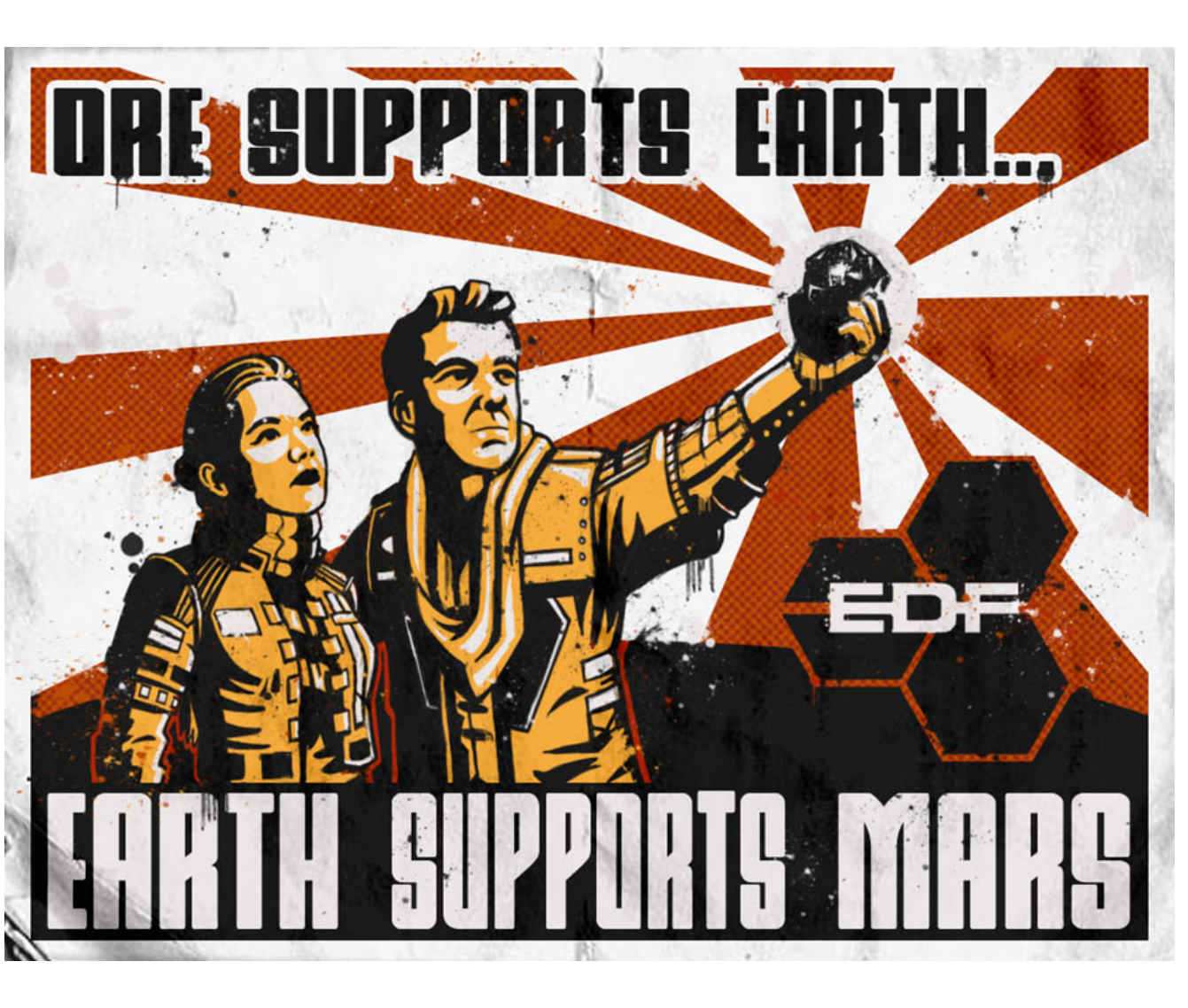
2120 C.E.

Coincidentally, another group of fighters was preparing for battle with the EDF. Hugo Davies, a veteran of Earth, had reactivated Red Faction, once dormant during the early days of EDF rule. He would not be the hero of the ensuing insurrection, however. That title would fall to the first family of Mars.

The Masons.

Though they were not the first to step foot on the Red Planet, or the smartest tacticians, or the most brilliant warriors, what the Masons stood for was what every Martian hoped to be: a family of rugged individuals who pulled themselves up and threw off their oppressors, to create a new life for themselves on the edge of existence.

The legend of the Masons began with Ray, a mechanic from Earth who emigrated to Mars with the promise of a new life. But like his eventual compatriot, Parker, Ray soon became disillusionedunder the tyrannical rule of Ultor. He abandoned his station and became one of the first recruits of Eos's Red Faction. When the revolution came, Ray fought on the front lines.



The Earth Defense Force was created by a coalition of Terran governments at the outset of Martian colonization. Its initial charter was overseen by Ultor and so had numerous "problematic" regulations removed, but the EDF's role was clear from the beginning: make sure that the minerals flow from Mars.

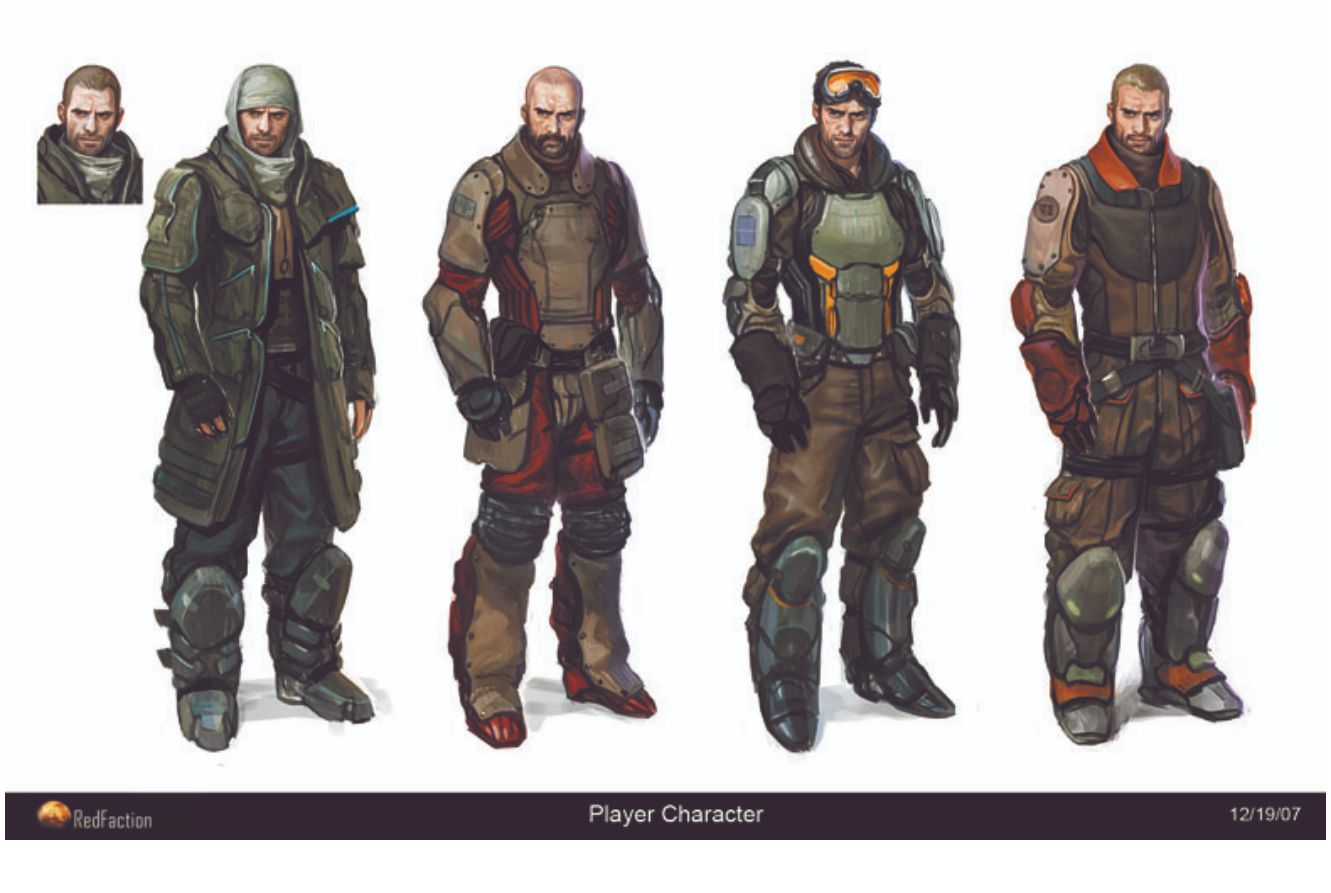
When Mars went under EDF control, Ray was not without trepidation. Multiple rumors had been swirling about the growing problems on Earth, including frightening news of genetic experiments, the overthrow of the Commonwealth of the Republic, hideous beasts called "The Processed," and the trial and disappearance of a warrior named "Alias." But even with the news of his home world's problems, Ray could not abandon Mars, the planet that so many of his friends had died to liberate. Because the family he had left behind, a brother and two nephews, Dan and Alec, seemed safe, Ray stayed.

The EDF's build-up back to an oppressive state that mirrored the colony under Ultor's rule happened so gradually that Ray barely saw the change. When MAST fled into the caverns of Mars, taking stolen Ultor equipment with them and forcing the EDF to heighten security restrictions, it only seemed natural for the EDF to impose harsher regulations on the populace under the guise of protecting them from "terrorist forces." When the wars on Earth grew to engulf the entire planet, it only seemed natural that the EDF would push mining production into overdrive. And when the EDF began mandating strict quotes to mine or salvage Mars, it seemed like a fair price to pay for the newly terraformed surface that the Earth governments had paid for.

But eventually, it could no longer be denied. The EDF had slowly morphedfrom liberators to oppressors and—worst of all—the Colonists had allowed them to do it. Ray helped to organize the first protests against martial rule, but was killed when the EDF suppressed them.

With this act, the EDF sewed their own destruction. For soon, another Mason arrived on Mars.

Transported to Mars to help clear his uncle's possessions, Dan Mason fell in love with the Red Planet. Despite the tyranny and the beginnings of the the Martian Revolution, Mars was a new frontier with an untamed potential for adventure. Dan had his uncle's name and possessions to help him get started, along with his skills as a mechanical engineer, which quickly made him one of the most sought-after tradesmen on the planet. Dan had found a new world where he could be a free man . . . or so he thought.



All Masons are considered heroes-but Alec and Darius rise above the rest.

The relative peace on Mars lasted only as long as war drove Earth's economy. When the governments of that planet realized they could not continue to fuel their markets with dwindling resources and blood, they joined forces and leaned on the EDF to further subjugate the Martian Colonists to provide resources for their home world. Earth needed fuel and Mars would suffer for it.

It was only a matter of time before Red Faction would reform.

Joining Hugo Davies in his effort to oppose the EDF's corruption, Dan's first act as a member of the resistance was to hack into an EDF database. There, he uncovered evidence of numerous EDF crimes--including the murder of his uncle, the very act which had brought him to Mars. With that, Dan had a new purpose: avenge his uncle's death and clear his family's name. And Davies had the information he needed to hit the EDF where it hurt.

Red Faction was back in business.

Despite the actions of Mason and his friends, the EDF used the uprising as an excuse to further suppress dissent on Mars. Along with EDF's retaliatory actions, Red Faction had to deal with the Marauders. One, Samanya, had even infiltrated their ranks, though her motives were always as mysterious as her origin. War was upon them, but without a serious change in their tactics, the future did not look bright for Red Faction.

That is, until the arrival of Alec Mason.

Tough, tall, and quiet, Alec Mason fit in alongside the people of Mars and its environment. He had come from Earth to find work but instead found his brother agitating for social reform. Picking up a sledgehammer, Mason took on a salvage mission and tried to keep his nose clean, only to find his brother killed by the EDF when he was identified as an agent of Red Faction.

Alec staggered back to his trailer, only to be similarly accused of sedition and facing summary execution. He might have died, shocked by this change of events, had Dan's friends from Red Faction not shown up and freed him. During the escape, Mason was forced to kill a Drone with the only tool at hand—his trusty sledgehammer. A symbol had been created and a hero had been born.

Over the course of the next few months, Mason's arrival sparked a gradual but powerful increase in Red Faction's morale. Citizens terrified into action suddenly found a rallying point behind the strong, dark stranger from Earth. Together with Samanya, Alec triggered a domino effect between sectors, freeing them from EDF control.

There were setbacks, of course. The EDF was not about to give up control of the planet without a fight. Gunnarsen, Broga, Kobel, and others launched an all-out campaign to wipe Red Faction from the face of the colonies. More than a few loyal Red Faction soldiers, including Davies himself, would die in the onslaught.

But just when all seemed lost, Samanya revealed her true affiliation to Mason in hopes of gaining his trust. Rumors held that one of Capek's greatest inventions, the Nano Forge, lay hidden somewhere in the old Ultor complex. Samanya's people, the Marauders, had been led by her sister on dozens of campaigns to find this priceless artifact. The Marauders could win the war with the Nano Forge's ability to create nanites from ambient atomic structures.

Samanya brokered a peace treaty between her sister, Vasha, and Mason. Mason would seek out the Nano Forge and use it to drive the EDF from Mars for good, while Vasha would gain the technology for the betterment of her people.

It was during this operation that Alec Mason became a legend. Finding the Nano Forge and combining it with a rifle created by Samanya, he stormed the EDF stronghold on Mount Vogel to reach the mass drivers held there. The device was a leftover from Ultor, designed as a last resort of destroying an Earth-based invasion but never completed. The EDF had reconstructed the mass-driver for its energy-production facilities and gone to great lengths to secure it.

Mason's thirst for justice proved to be too great for any platoon of soldiers to withstand. Laying waste to the opposition with the Nano Forge and sledgehammer, he fought his way into the heart of the structure and activated the mass driver. Mason then attached Capek's device to the core of the mass driver, super-charging it, and fired the massive weapon.

The EDF's flagship, Hydra, had no time to react. With a single blast, Alec ripped the heart of out the EDF's naval fleet. In a combined effort across the face of Mars, the citizenry revolted and overthrew the last vestiges of EDF control.

Samanya and Alec stood on the crest of Mount Vogel and watched as the Hydra's wreckage rained down on the Martian surface. It was a new day on Mars, heralded by the destruction of the EDF. As the rest of Martian citizenry threw off its shackles, Samanya and Alec climbed down the side of the mountain to join in the celebration.

Reconstruction

2150 C.E.

Stability had come to Mars by the time Alec's son, Jake, had reached his teen years . . .or so he thought. Then a group of renegade soldiers attacked his home, killed his mother, kidnapped his sister, and drove his father, Alec, into the wastes in a desperate quest to save his daughter. Jake grew up into a formidable soldier but never forgot the moment his innocence was lost.

As a Red Faction ranger, Jake's unit was tasked with pursuing a new threat to Martian peace—the mysterious paramilitary group "White Faction." Jake eventually battled his way to the White Faction compound and discovered the worst. White Faction had originated as EDF soldiers abandoned on Mars after the Revolution—the same men who had killed his mother years before. Led by Adam Hale—a charismatic young warrior and self-styled seer—the rag-tag band had become a powerful and disciplined army with plans to take back Mars. There was one more stunning discovery: Jake's sister Lyra was alive, raised by the White Faction soldiers who kidnapped her as a child.

They hadn't planned on Jake. He rescued his sister from their clutches, made peace of sorts with the Marauders, and drove White Faction back. It would be the beginning of yet another war for Martian freedom. A war that would still rage, during the life of Jake's young son.

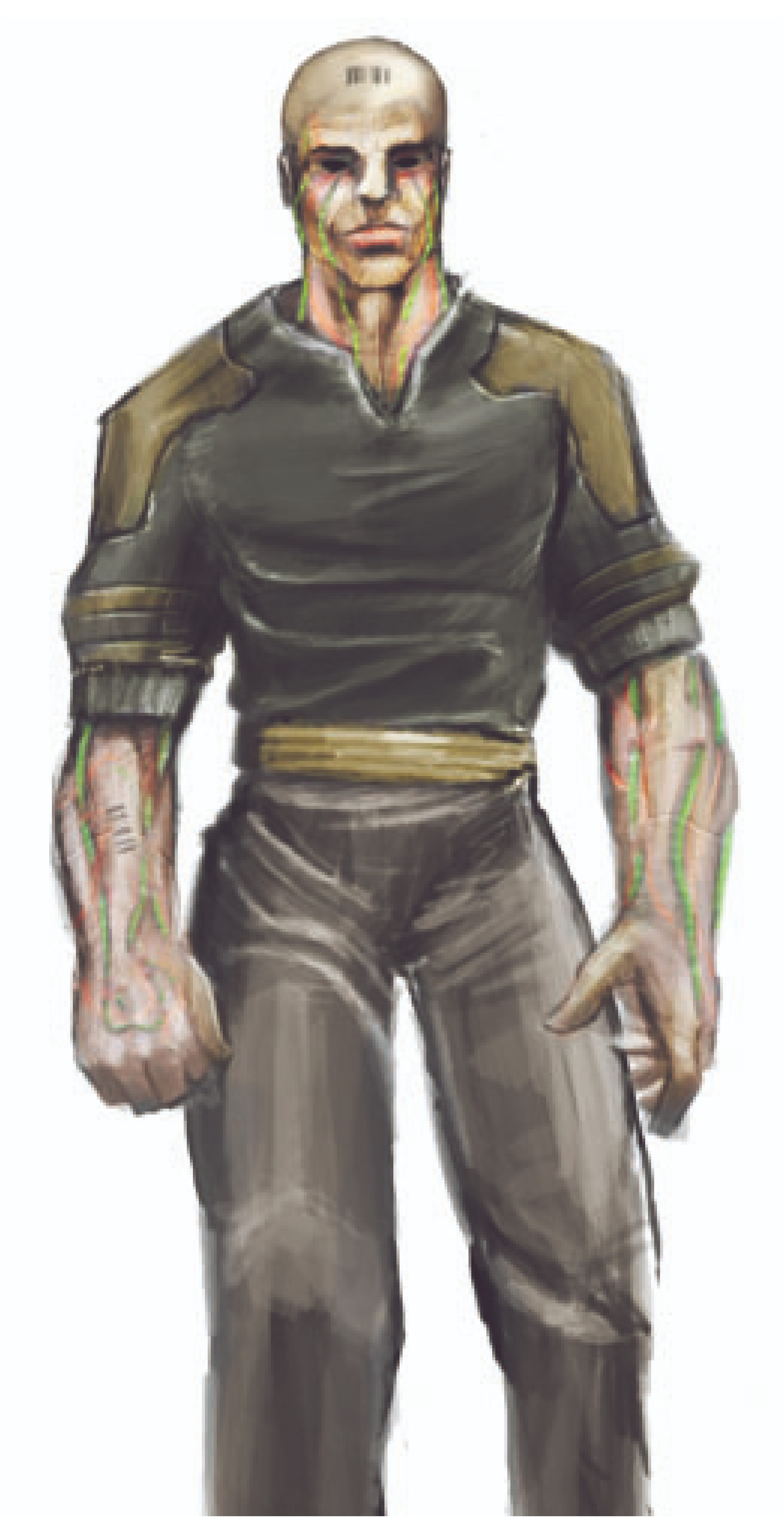
Ultimately, Darius Mason would fight for more than just the defeat of Adam Hale. He would fight for survival. For himself, and all of Mars...

Universe

Science, Technology, and Culture in Red Faction

Nanotech and the Red Planet

Traditionally crafted out of metal, carbon filaments, or plant fiber, nanites have been used since the end of the twentieth century, to fortify sunscreen, brighten clothing, and aid in fuel catalyzation.



Unfortunately, they also have their darker uses, and as the Earth slowly descended into chaos, it is these uses which became more and more common. Nanite production began to focus on creating genetically modified humans to fight on the battlefields of the future. Axel Capek was there in these early days, and contributed to the large amount of crude, deformed super soldiers, who were mercilessly euthanized when they didn't prove viable.

When Capek's work was uncovered, the starving denizens of Earth were horrified. He was forced to flee to Mars under the cover of Ultor's army of lawyers, and there his research continued. This ultimately led to the creation of the Plague, a nano-borne disease with a mortality rate of one hundred percent--and a mutation rate nearly as high. For years, many would consider this the peak of the Doctor's mad genius.

Then, the Nano Forge was discovered.

Capable of creating nanites from ambient material, and disassembling molecules down to their component parts, the Nano Forge is one of the most powerful devices in existence--more than one war has been fought to possess it, and more than one war has been won by applying it. During the 22nd century, Samanya weaponized the Forge, mounting it to a rifle. With it, her future husband, Alec Mason, was able to destroy entire buildings in one shot . . . and ultimately . . . win the war for Mars.

Since then, the Nano Forge has been handed down through the Mason lineage, each generation tweaking it for their own purpose. Even now, in the hands of Alec Mason's grandson, Darius, the workings of the Nano Forge are only vaguely understood; too much use could potentially overheat the device, warp its constituent organelles, or completely destroy it, rendering the last producer of nanites on Mars inoperable.

But with it, Darius is a peerless warrior. For that reason, and many others he'd prefer not to think of, he shoulders the hopes of Mars.

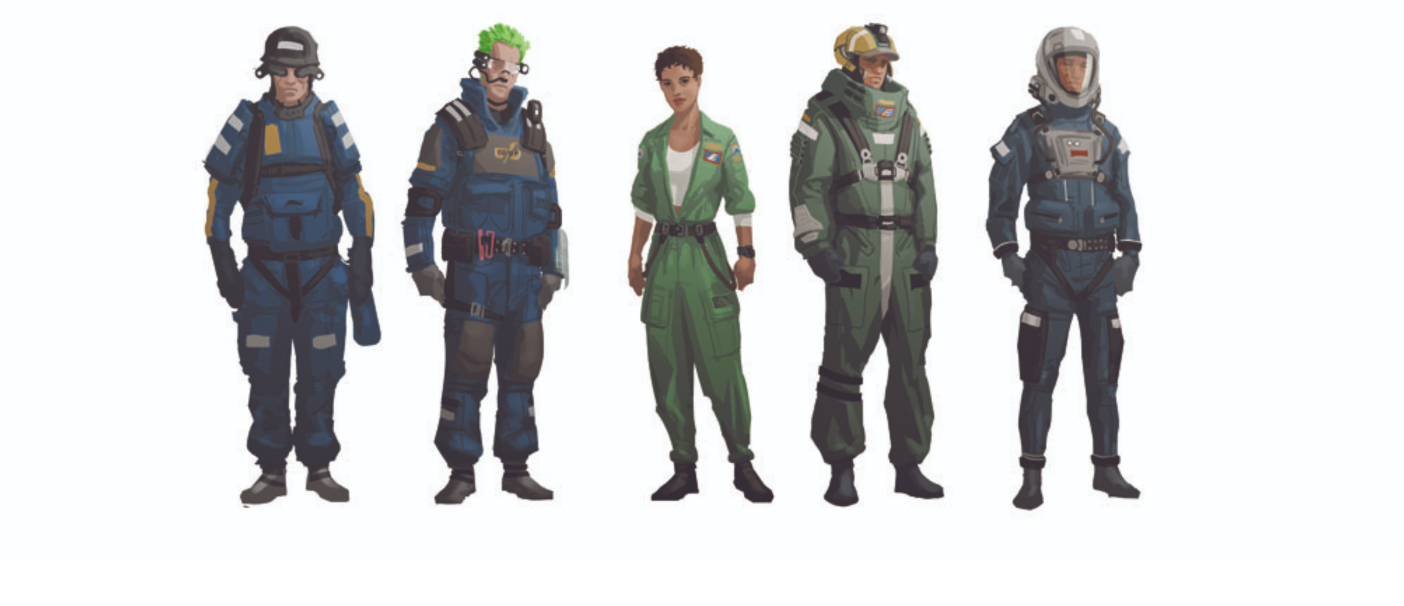
The Universe of Red Faction is filled with complex organisms that test the classic perception of what is a living being and what is a mechanical one.

Mars isn't exactly the Wild West, but it does feature many of the same trappings. Chief among these is the idea of the "pioneer spirit," the idea being that if you pull yourself up by your bootstraps, all the charlatans, bandits, and flash floods can't pull you down.

Reduce, Reuse, Recycle

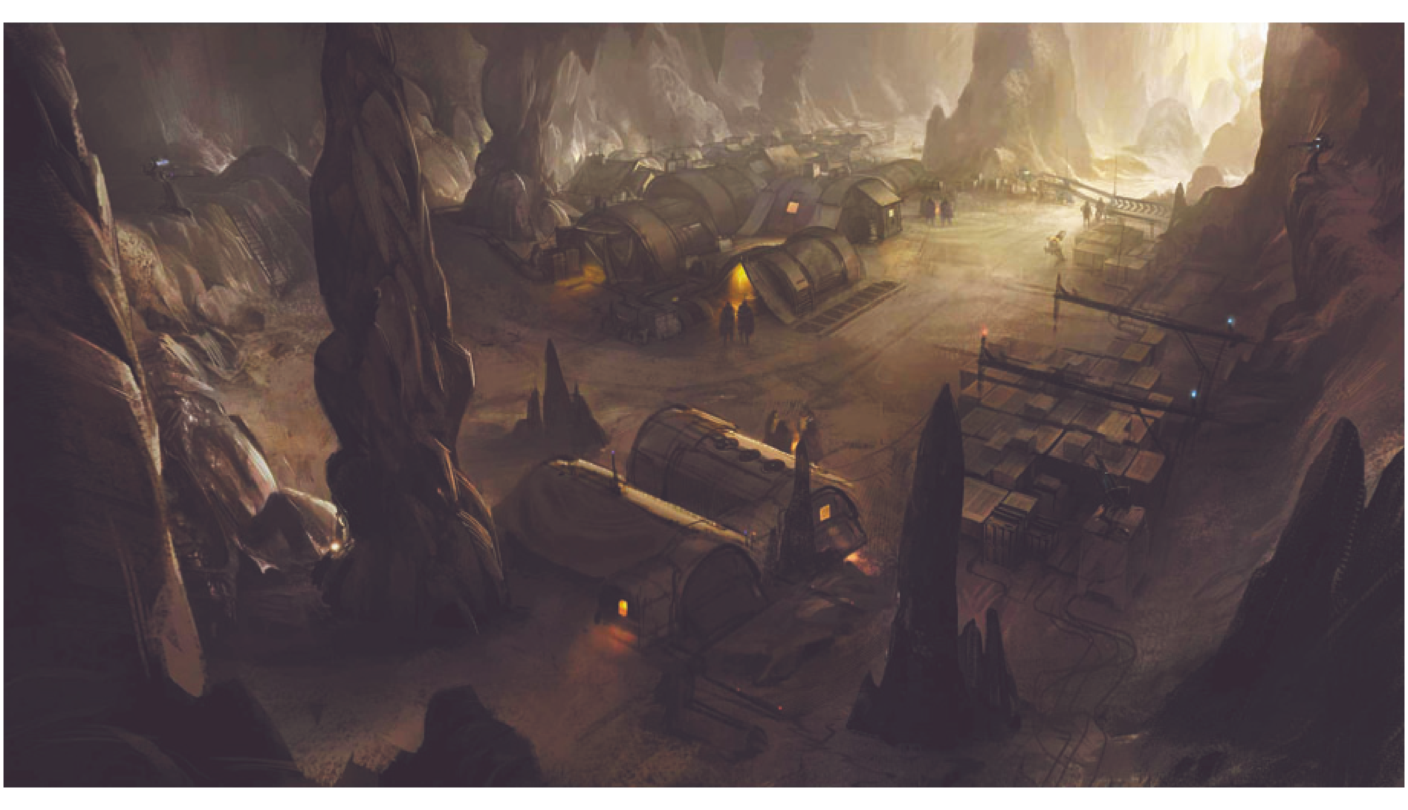
During its colonized history, Mars had not been a production-heavy planet. Pre-fabricated units were constructed on Earth, broken down, and shipped to Mars for construction. It made sense financially, but it had the added benefit of allowing the Ultor Corporation to keep its miners buying from the company store rather than engaging in capitalist supply and demand.

The EDF, too, saw no reason to discontinue the practice, particularly because production lines of any kind had the ability to produce weapons and tanks for Red Faction guerillas.



From its inception, Mars has been in a perpetual state of reconstruction. Storms ravage the surface, bandits destroy lines of transport, cities are founded and then abandoned. It is the nature of a boom-bust world where violence is a constant.

As a result, Martians have turned recycling, salvaging, and smuggling into art forms. Old ruins are habitually raided for materials. Worn out vehicles stripped of any usable piece of metal. What's left is melted into slag and then reconstituted into something new and usable. Nothing goes to waste. With Earth no longer sending regular supplies, what's left on Mars is going to stay on Mars.



The population of the Red Planet by 2220 was almost entirely born on Mars, but few thought of themselves as Martians. By Red Faction: Guerilla, Martians are Martians and proud of it, having had to fight for their self-determination.

Martian communities are based around protection and survival rather than communal growth or personal advancement. You won't find a lot of public schools or humanitarian hospitals on Mars.

Marauders: The "Other" Mars

Once an elite group of scientists handpicked by Axel Capek to advance biochemical, genetic, and nanotechnological research, the Marauders were both born and made. After Parker's Rebellion, a small group of these scientists stayed behind on Mars, their research not yet complete.

Marauder society is just as vibrant and interesting as that of the Colonists and, in some ways, more interesting because it is more exotic to traditional human experience. To the Colonists, the Marauders are terrifying, brutal barbarians, roaming the surface of Mars, but there is more to the Marauders than just their militaristic hierarchies and often ghoulish appearance.

The Marauders venerate science; their spiritual beliefs are wholly tied to the original work of Capek's scientists. Because of their genetic and biological research, the early Marauders rapidly grew from fewer than fifty scientists to several hundred in a single generation, and exponentially onward. Their rigid hierarchies and dogmas grew originally from the way this second generation of the group was brought up. With only a few "parents," the "children" were educated in a highly disciplined tribal society that emphasized specific vocations, which turned into rigid caste hierarchies in the subsequent generations of Marauders.

This population explosion also forced the group to split into roaming communities, forced to search Mars for the resources they needed to sustain their growth and the relics and points of scientific inquiry to feed their ravenous scientific pursuits.

In the third and fourth generations of Marauders, the scientific precepts of their forefathers evolved into a form of mysticism that was more in tune with the requirements of their roving tribal culture. To survive as groups they became hard and their social ethics conflicted with some aspects of Earth's traditional methods of scientific research.

Science became a religion, with dogma that was often bent to the needs of a rule-or-be-ruled society. It was not "might made right," but it was close enough for the differences to be indistinguishable to an outsider. They became extremely militaristic in response to the conditions on Mars, both environmental and social, often augmenting their physical bodies to provide advantages.

Within their groups they maintained close control of their breeding populations, adopting an attitude more in keeping with the genetic and eugenic research of their progenitors. They also were ruthless in their culling of members of their groups deemed weak, intransigent, or a drain on resources.

Even when the terraforming of Mars began under the EDF, the Marauders preferred the channels and caverns of Mars to the surface. It was easier to hide, easier to ambush, and easier to escape than while out in the open. At the same time, the discoveries of mysterious runes and alien technologies drew the Marauders further beneath the surface. The numerous "gifts" of the "usurpers" were always viewed with mistrust. This idea was reinforced when the Marauders first met EDF forces; the ensuing massacre stained the relationship between the two sides for decades to come.

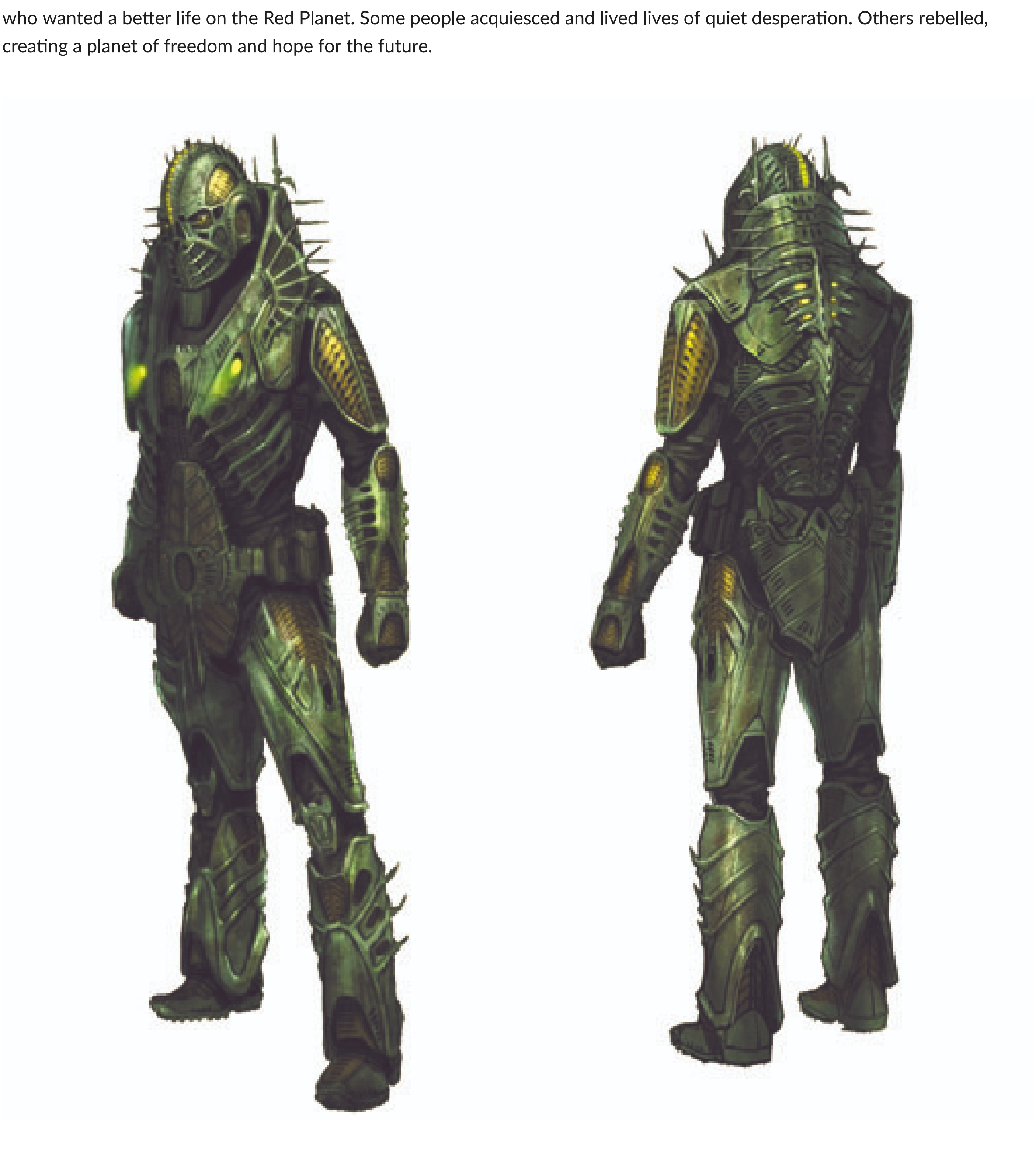
A Chancellor-General, elected from all Marauders, interpreted their laws and kept the peace amongst the roving communities. Mostly, the Marauders did what they pleased so long as they did not bring stress upon others. Problems were handled by families and tribes, while nearly all of the intra-Marauder antagonism came from the tolerant vs. hard-line denizens: the former more willing to accept the "other" Martians, and the latter desirous of violence or extreme segregation.

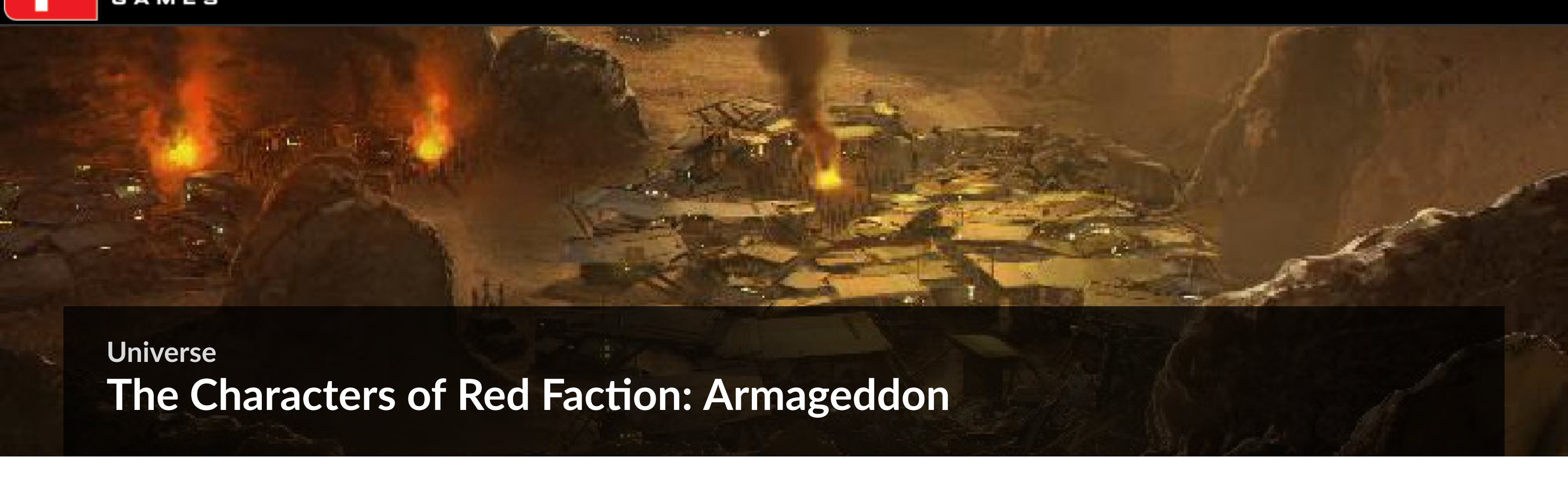
The animosity between the two groups affected more than just Marauder society. Technological growth stagnated greatly during the initial implementation of the law, before the uneasy peace of Marauder-Martian relations normalized after the destruction of the Hydra. The First Law commanded Marauders to evolve and develop, but with survival at a premium, the easiest, and most prestigious, avenues of scientific exploration were those that kept Marauders safe, secure, and hidden.

From this grew an economy based upon trade and salvage. Marauder weapons and items never just served a single purpose: a soldering gun was a weapon as well as a mining implement. Like the American Indians, they used every part of every piece of salvage they found, never wasting energy or material that could be used later. This often gave their artifacts a rough, steampunk-like quality to them, as they had very little need for aesthetics above functionality, but the durability of their products made them highly desired on the streets of Bastion.

Even through their differences, the two groups of Martians were remarkably similar. Distrustful of authority, insular, worn, capable, and loyal, all Martians seemed to be made from the same psychological molding.

From Ultor to the EDF to White Faction to the Cultists to the Plague, there has always been someone trying to oppress those who wanted a better life on the Red Planet. Some people acquiesced and lived lives of quiet desperation. Others rebelled, creating a planet of freedom and hope for the future.

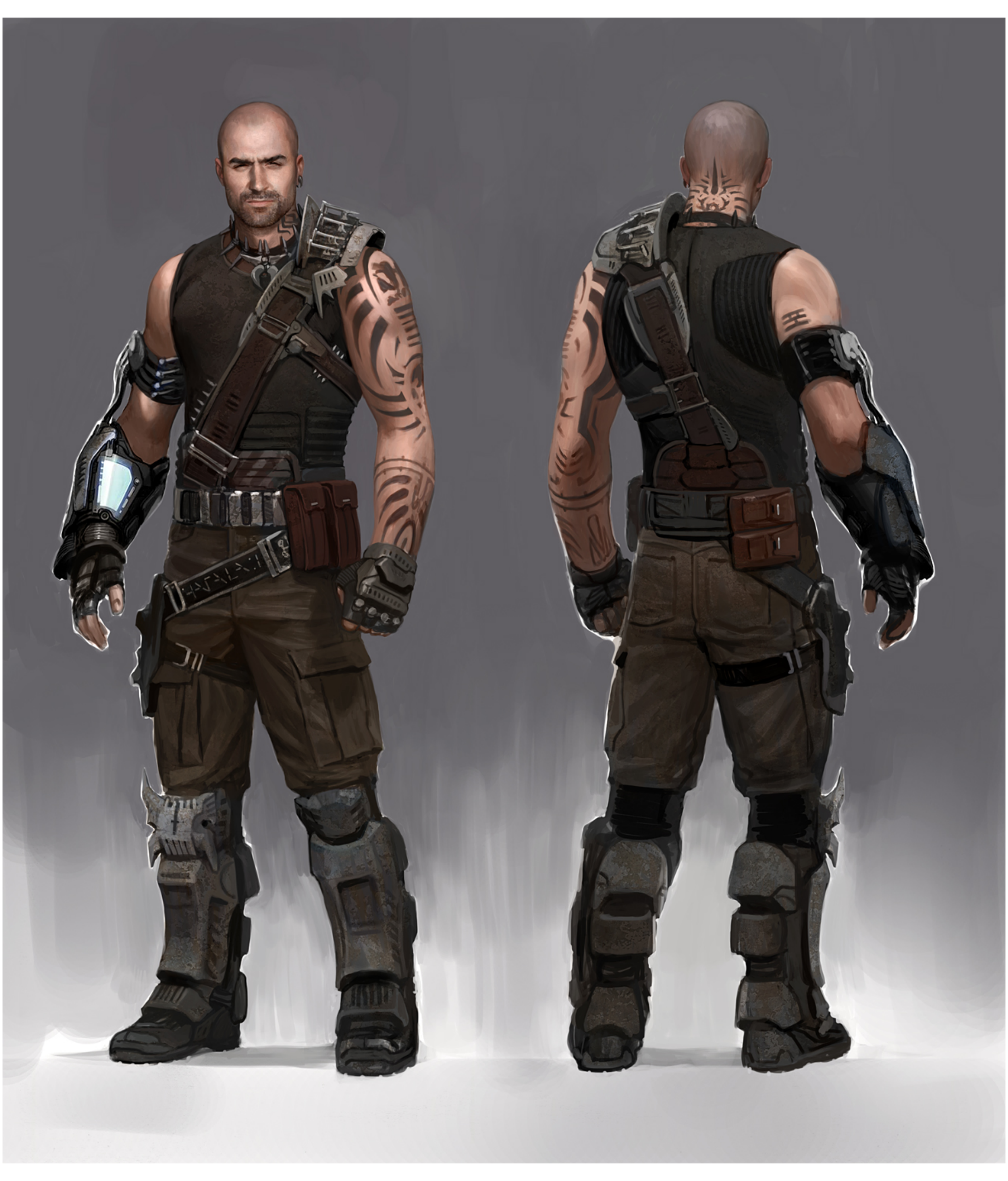




Universe

The Characters of Red Faction: Armageddon

Darius Mason



The Masons are not innately stronger than any of the other characters in the Red Faction universe. Their power lies in their ability to "change the conversation." As one of the old families on Mars, they have been around longer than almost anybody else. Their words and actions carry weight. When they speak, people listen. When they strike, people join.

The people of Mars had few heroes and fewer pieces of their past. The Masons—from Ray, who fought alongside Parker against the Ultor Corporation, to Alec, who defeated the EDF—were an amalgam of Washington, Jefferson, and Adams rolled together with the fighting spirit of the Minutemen.

Darius is the scion of this legacy, though he never asked for the responsibility or wanted it. He just wanted to be left alone to live his own life and not the one Mars had seemingly demanded of him.

He might have succeeded in avoiding the "Mason destiny" if not for the Cultists. While doing his tour of duty for the colony as a soldier/engineer, Darius was unable to stop the White Faction's Adam Hale from destroying the Terraformer, the great machine originally placed on Mars by the Ultor Corporation to allow for breathable air across the planet's surface.

The Martian atmosphere quickly deteriorated to the point that only the caverns and deep places of Mars were more sustainably habitable. While the Colonists didn't necessarily blame him for the disaster, his guilt ate at him, and he was never as comfortable with them as he once was.

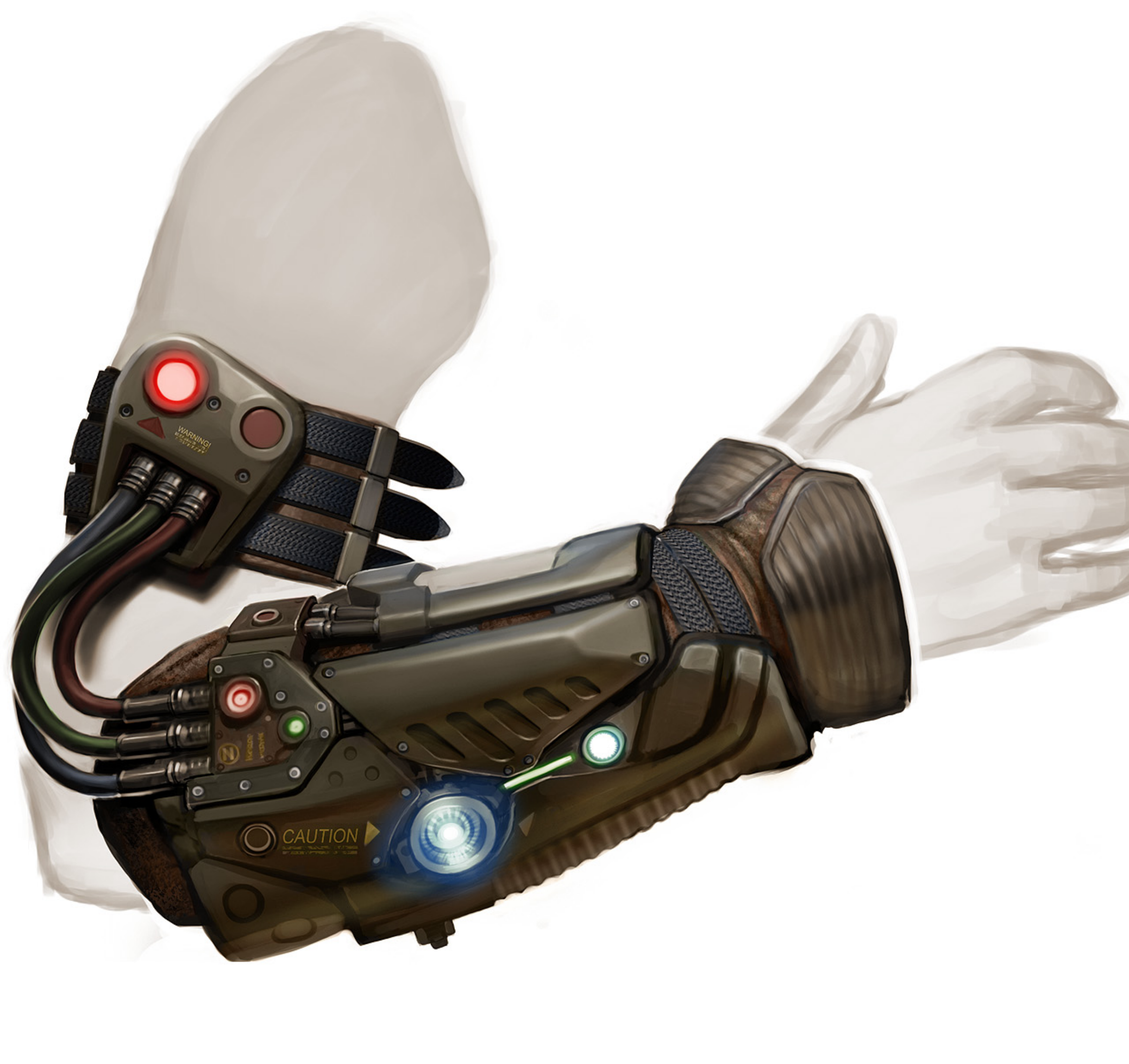
Darius's guilt prompted him to spend longer amounts of time alone, seeking out missions that would take him away from settlement life, but not so far that he became a nomad. He learned how to survive by eking out a living from salvage, how to blend into a crowd, and how to fight. The one thing he couldn't do was forget or forgive what had been done to him.

For five years, Darius kept his head down. He ran a black market salvage business, made few contacts, and tried to forget the failures of his past. That was made a more difficult task as the atmospheric conditions on Mars worsened. It seemed that there was always a reminder of how he could not live up to the legacy of his forefathers. It was only when Kara came along that things seemed to get better.

Perky, rebellious, and outgoing, Kara and Darius formed an unlikely combo. As a former Marauder, Kara provided contacts within the hierarchy of Mars's unseen minority. The two grew close, but their romantic relationship never suited them and they remained friends. Kara was too scared of being disappointed, and Darius didn't want to hurt Kara as he had hurt all of Mars.

Hesitations notwithstanding, fate forced Darius's hand. When called upon by a mysterious client to open a hidden temple, Darius unlocked a mystery about the origins of Mars itself. Darius had to fight to survive and, while utilizing all his skills and intelligence, discovered the hero in himself he thought hadn't existed.

S.A.M.



Created by Samanya Mason, the Situational Awareness Module (S.A.M.) is an artificial intelligence designed as a fail-safe monitor for the Nano Forge. Through the deployment of sensors and a powerful CPU, S.A.M. is constantly focused on the preservation of the Nano Forge and its operator. Always speaking in a calm, clear voice, S.A.M. warns of nearby threats as well as provides precise route information, helping Darius navigate the maze-like caverns and mines twisting beneath the planet's surface.

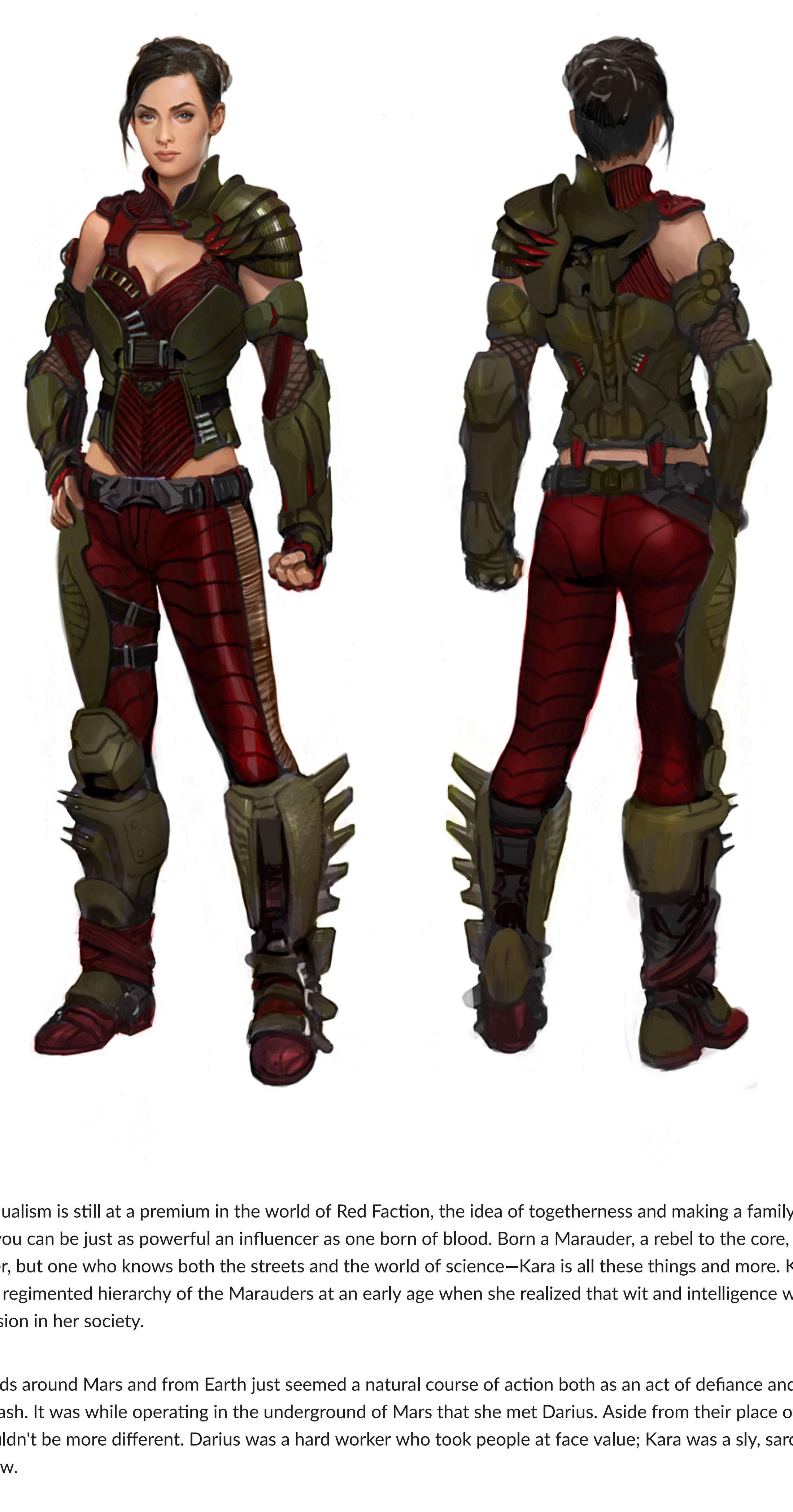
Adam Hale

Every true enemy of the Masons, the Marauders, and the Martians is ultimately an enemy of freedom. The Cultist leader, Adam Hale, was many things to many people, which might explain why he had been so successful. To his followers, he was the symbol of all the mysticism—past, present, and future—that Mars promised to the faithful. His enemies saw him as a ruthless charlatan who would use any and all means to gain power.

Others saw a conflicted individual, who was willing to enact horrible means in order to reach a transcendent end. The varied opinions about Hale had no clear right and wrong. Hale kept his true motives to himself. Starting with a group of extremist EDF stragglers, Hale seized upon the supremacist philosophy of the Marauders shortly after the turn of the 23rd Century.

His charm and wit belied his absolute willingness to do whatever was required to put the Cultists on top. His extremist viewpoints sounded almost reasonable until the Cultists decided to try and destroy the Martian Terraformer. Hale was presumed killed in the process . . . but his body was never found. Some say that he still stalks the Martian Badlands, and that he is looking for something . . . some place . . . where he will unlock true power. The power to rule Mars.

Kara



Though individualism is still at a premium in the world of Red Faction, the idea of togetherness and making a family out of those around you can be just as powerful an influencer as one born of blood. Born a Marauder, a rebel to the core, a hard-nosed smuggler, but one who knows both the streets and the world of science—Kara is all these things and more. Kara ran away from the regimented hierarchy of the Marauders at an early age when she realized that wit and intelligence were traits worthy of derision in her society.

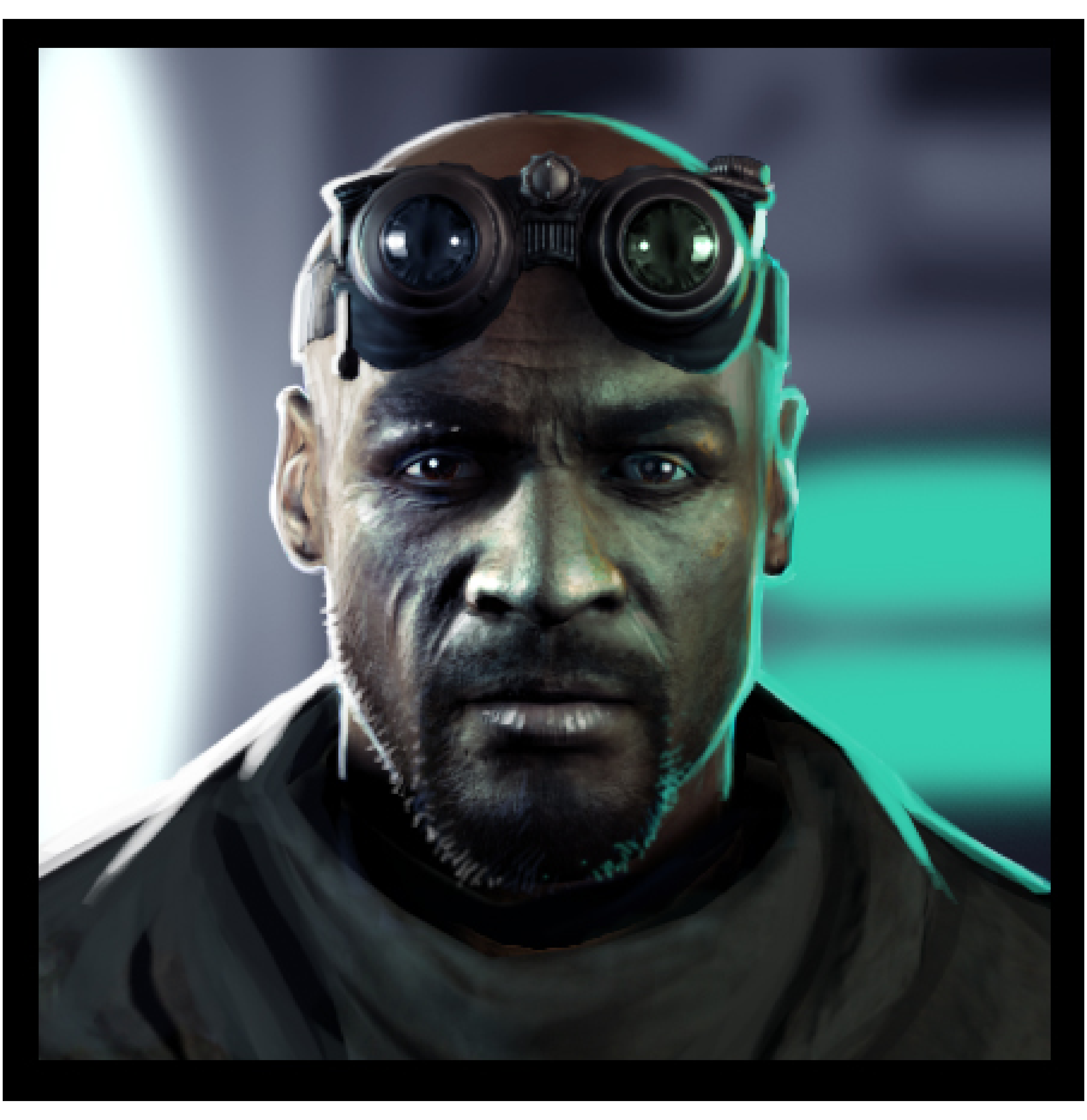
Smuggling goods around Mars and from Earth just seemed a natural course of action both as an act of defiance and as an easy way to make cash. It was while operating in the underground of Mars that she met Darius. Aside from their place of birth, Kara and Darius couldn't be more different. Darius was a hard worker who took people at face value; Kara was a sly, sarcastic rebel who trusted few.

Darius wanted to live his life and avoid authority; Kara was always looking to pick a fight. They do have one thing in common: they wanted to stay hidden, and through that, a natural friendship was born.

Romance flared up once or twice as the two began their partnership, but neither followed through. Kara's emotions were mixed; displaying them would hurt business and complicate things in her life. The time was never right for them, though their friendship nearly blossomed into love on more than one occasion. When this happened, what Darius called one of her "moods" replaced Kara's cool demeanor. Her normally cutting, sarcastic remarks become vicious.

Belligerence often gave way to violence, and it took a while before the sweet-and-sour Kara returned to her natural grace. Used as defense mechanism to keep people from getting too close to her, Kara's aggressiveness prevented her from cutting people a lot of slack. Kara is also an honest, though blunt, soul, who can be prone to overconfidence.

Sergeant Frank Winters



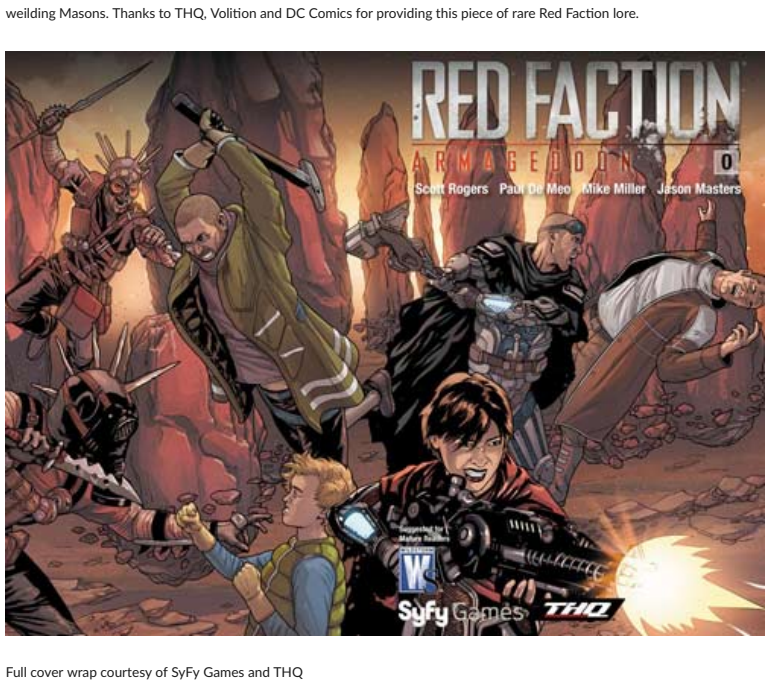
A career soldier, Winters was the leader of Alpha Team, the commando unit sent to prevent Hale from destroying the Terraformer. They failed in this mission. Winters took that very personally, as did Darius Mason, as members of the commando team involved. Already a gruff, determined man, Winters grew more cynical in the two years after the destruction as he and the rest of the Martian armed forces tried to take down dissident Cultists, Marauder separatists, and black market smugglers.

Though it took some time for him to trust Darius completely, he would work with Darius again when Hale unleashed the Plague onto the Martian landscape. Eventually, Winters broke with the chain of command to help defeat the Cultists once and for all.

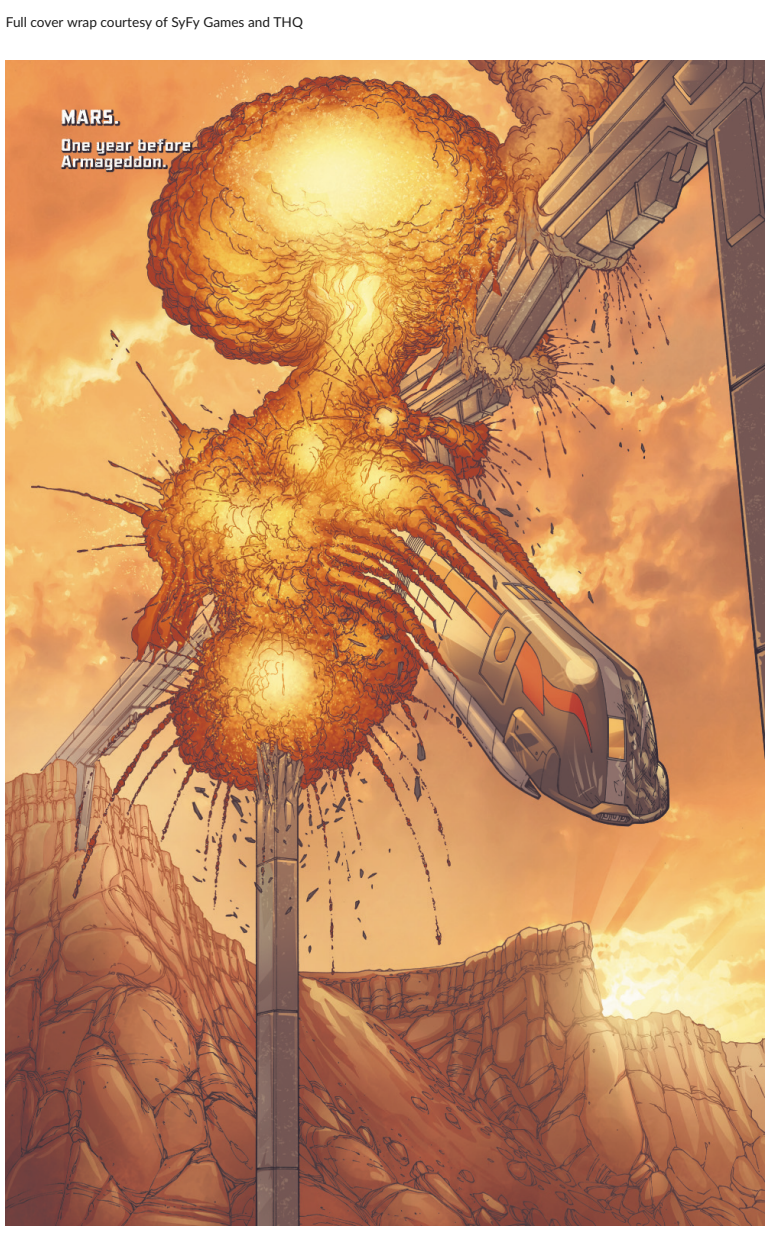
Universe

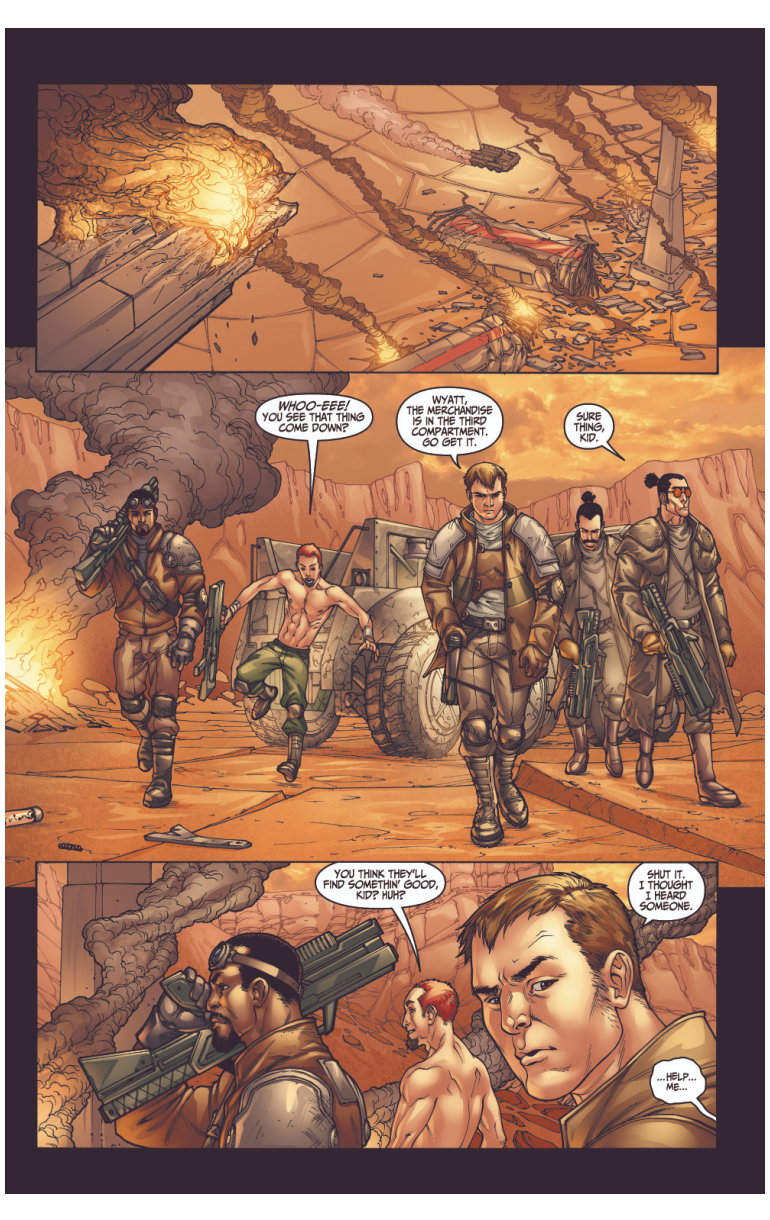
Comic Book Prequel

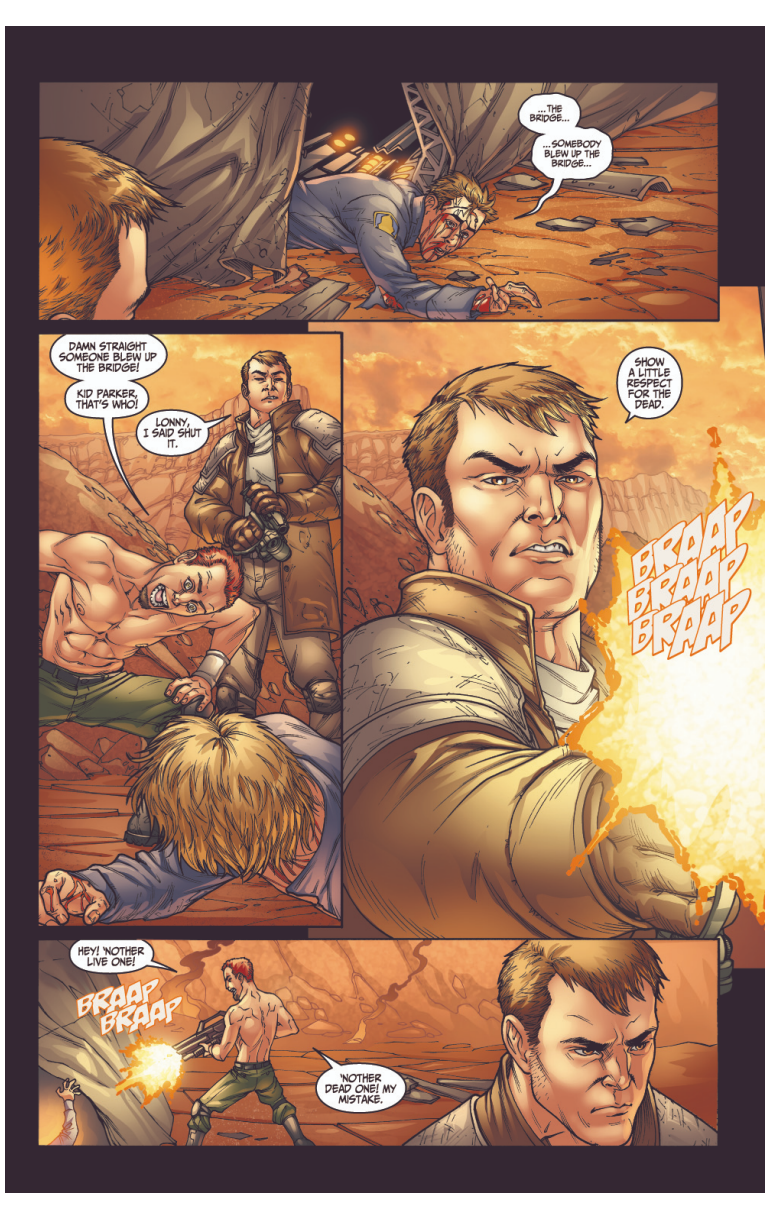
Prior to the release of Red Faction: Armageddon, THQ, Volition, and DC Comics released a prequel comic introducing the new Mason. Initially a rare, one-shot comic available at special events only, the Red Faction: Armageddon comic was only available to a lucky few. Not any more. Included here is the full 24-page comic introducing Darius and ushering a new era of hammer-weilding Masons. Thanks to THQ, Volition and DC Comics for providing this piece of rare Red Faction lore.

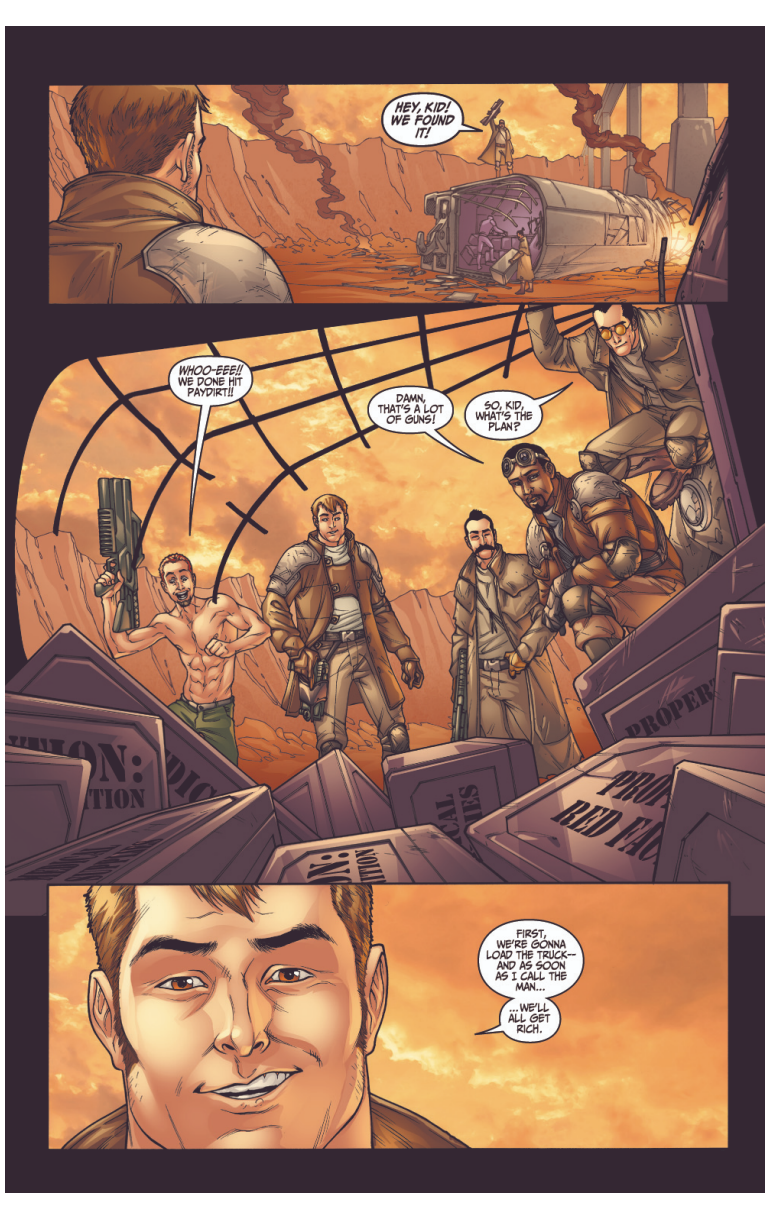

RED FACTION
ARMAGEDDON
0
Scott Rogers Paul De Meo Mike Miller Jason Masters
SyFy Games
THQ

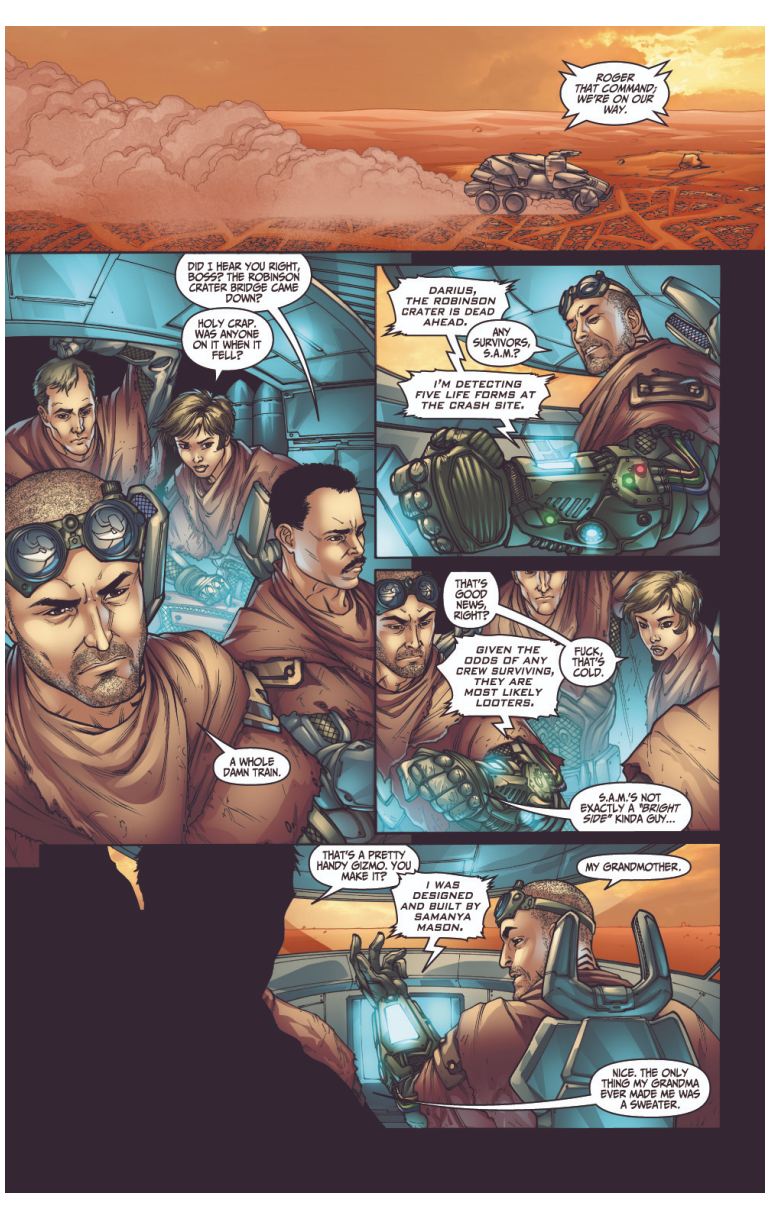
Full cover wrap courtesy of SyFy Games and THQ

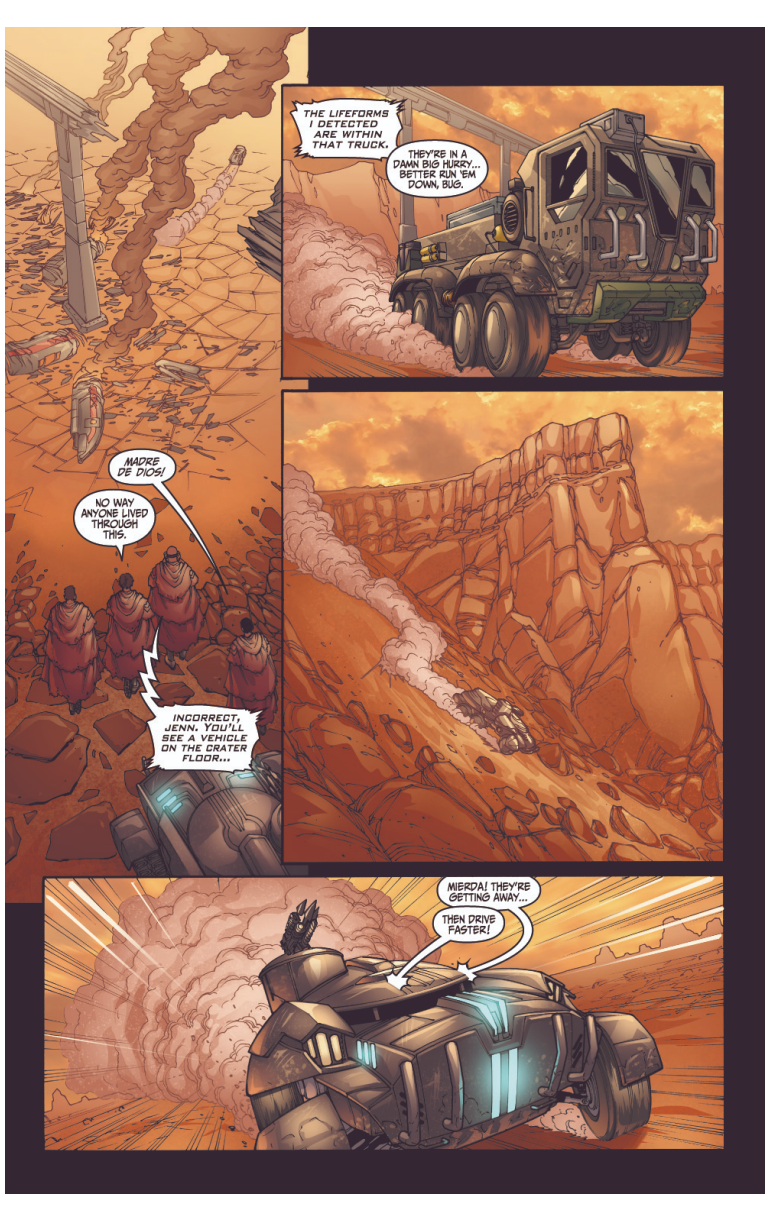

MARS.
One year before Armageddon.

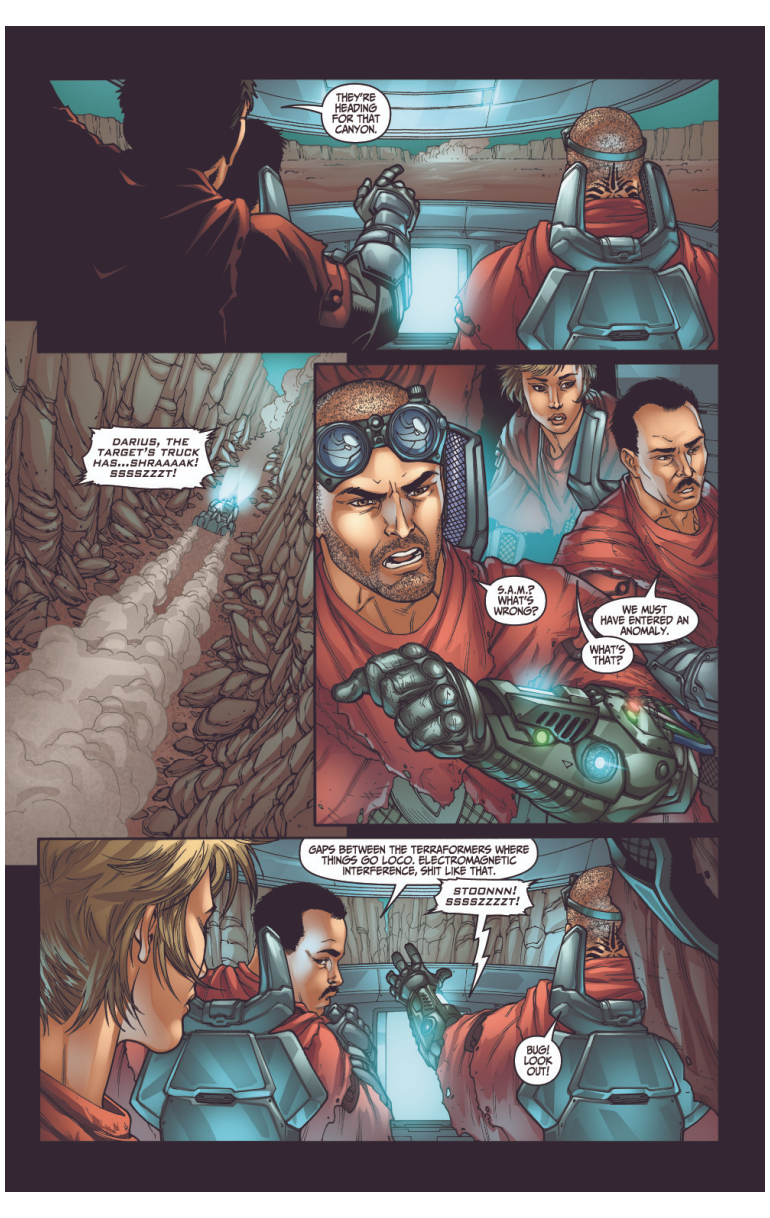

WHOO-EEE! YOU SEE THAT THING COME DOWN?
WYATT, THE MERCHANDISE IS IN THE THIRD COMPARTMENT. GO GET IT.
SURE THING, KID.
YOU THINK THEY'LL FIND SOMETHIN' GOOD, KID? HUH?
SHUT IT. I THOUGHT I HEARD SOMEONE.
...HELP... ME...

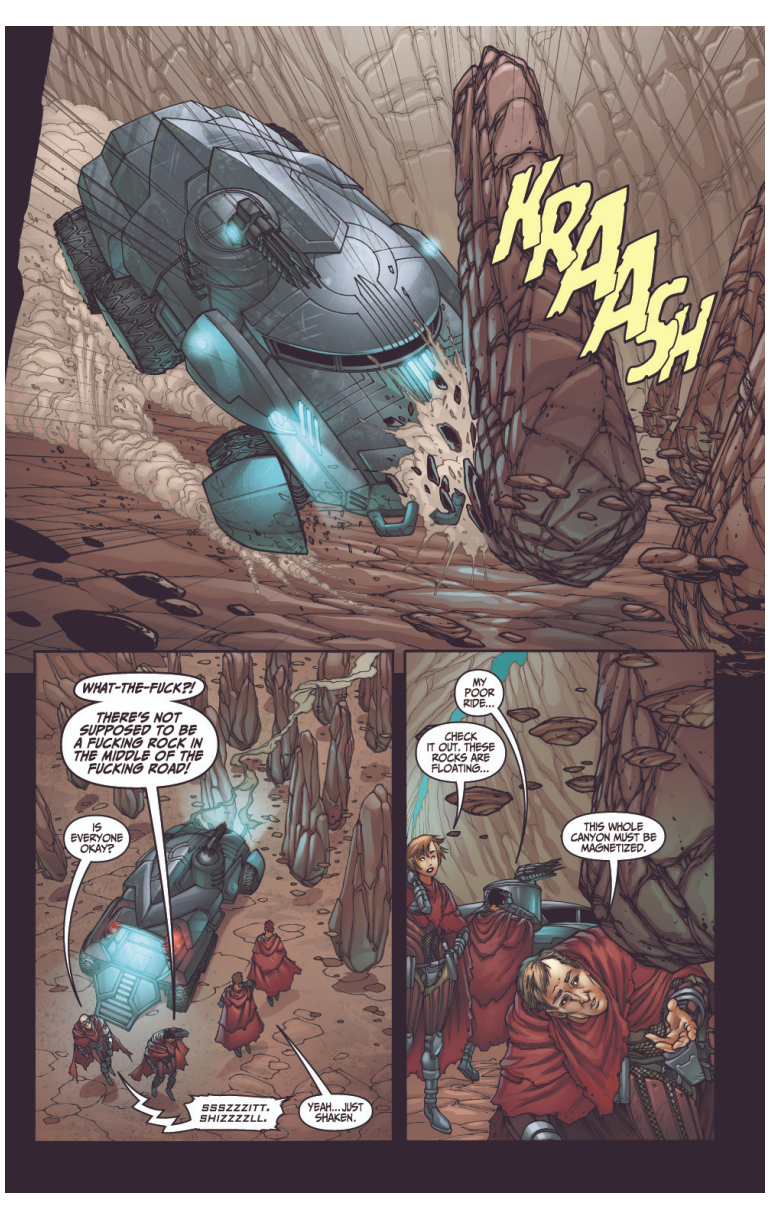

THE BRIDGE...
...SOMEBODY BLEW UP THE BRIDGE...
DAMN STRAIGHT SOMEONE BLEW UP THE BRIDGE!
KID PARKER, THAT'S WHO!
LONNY, I SAID SHUT IT.
SHOW A LITTLE RESPECT FOR THE DEAD.
BRAAP BRAAP BRAAP
HEY! 'NOTHER LIVE ONE!
BRAAP BRAAP
'NOTHER DEAD ONE! MY MISTAKE.

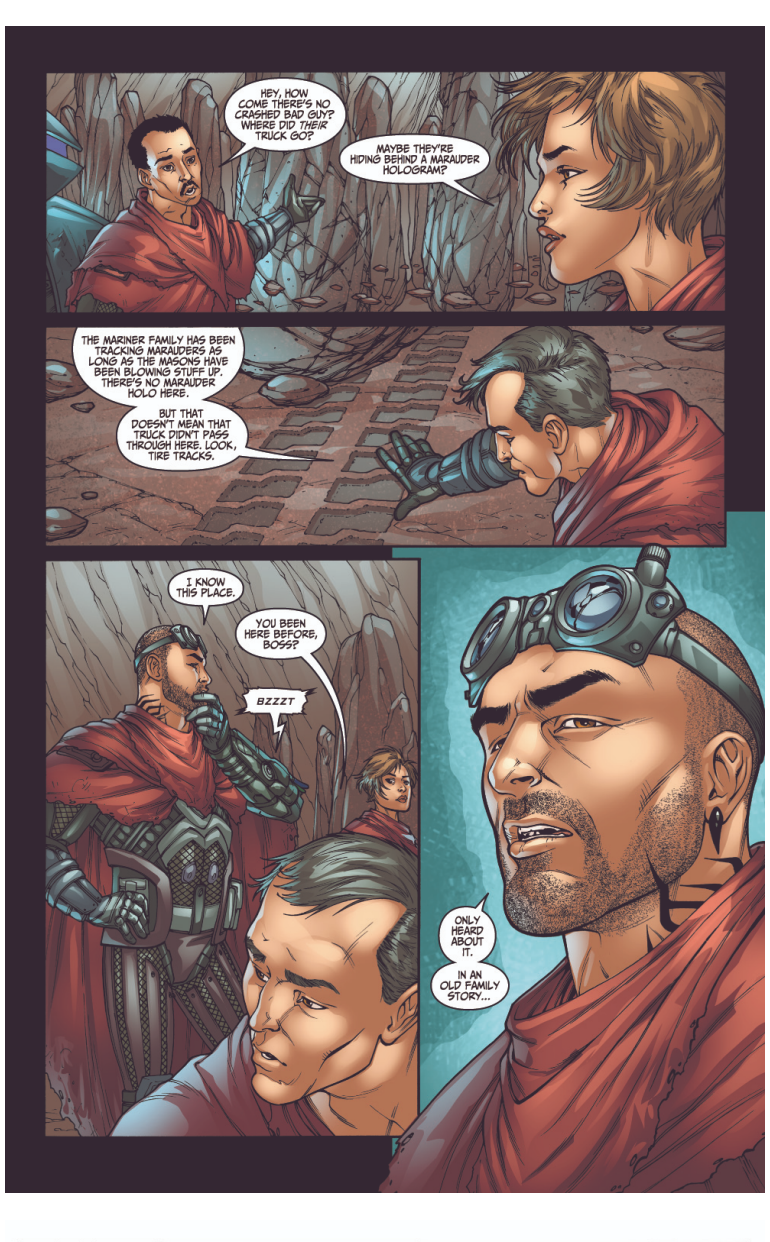

HEY, KID! WE FOUND IT!
WHOO-EEE! WE DONE HIT PAYDIRT!
DAMN. THAT'S A LOT OF GUNS!
SO, KID, WHAT'S THE PLAN?
FIRST, WE'RE GONNA LOAD THE TRUCK-- AND AS SOON AS I CALL THE MAN...
...WE'LL ALL GET RICH.

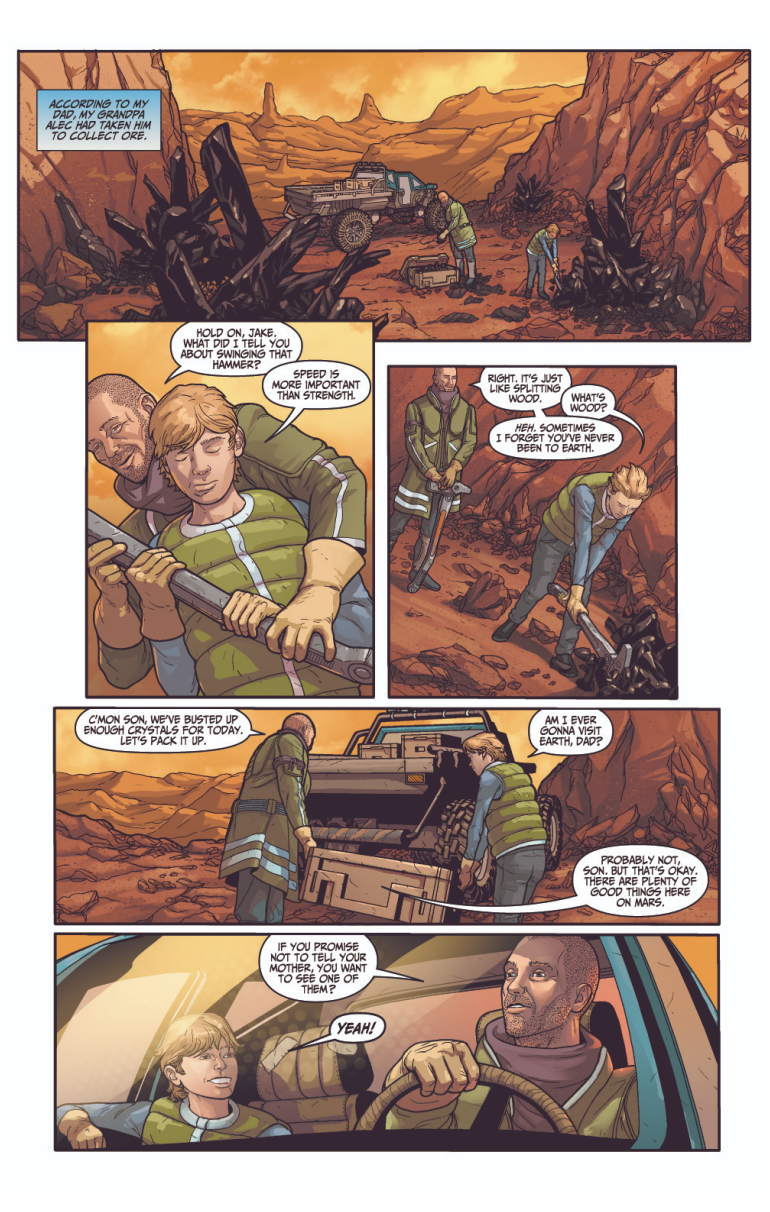

ROGER THAT COMMAND. WE'RE ON OUR WAY.
DID I HEAR YOU RIGHT, BOSS? THE ROBINSON CRATER BRIDGE CAME DOWN?
HOLY CRAP. WAS ANYONE ON IT WHEN IT FELL?
DARIUS, THE ROBINSON CRATER IS DEAD AHEAD.
ANY SURVIVORS, S.A.M.?
I'M DETECTING FIVE LIFE FORMS AT THE CRASH SITE.
A WHOLE DAMN TRAIN.
THAT'S GOOD NEWS, RIGHT?
GIVEN THE ODDS OF ANY CREW SURVIVING, THEY ARE MOST LIKELY LOOTERS.
FUCK, THAT'S COLD.
S.A.M.'S NOT EXACTLY A "BRIGHT SIDE" KINDA GUY...
THAT'S A PRETTY HANDY GIZMO. YOU MAKE IT?
I WAS DESIGNED AND BUILT BY SAMANYA MASON.
MY GRANDMOTHER.
NICE. THE ONLY THING MY GRANDMA EVER MADE ME WAS A SWEATER.

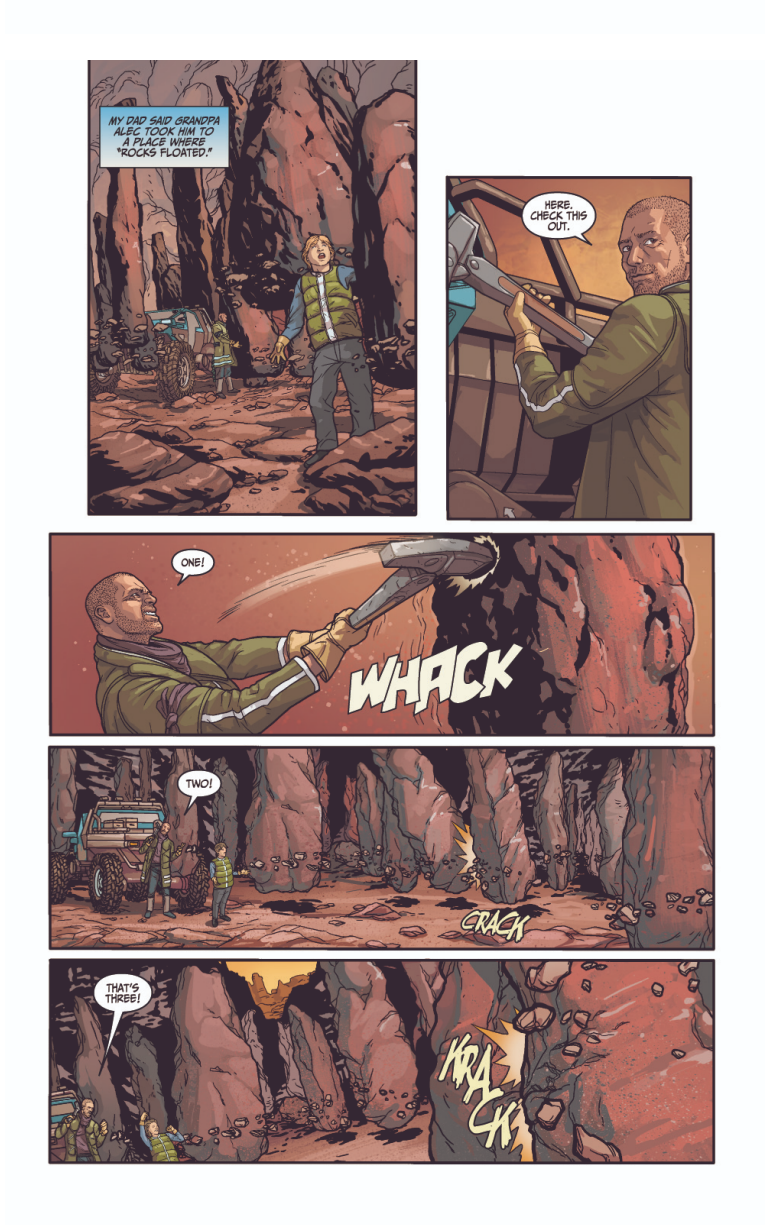

THE LIFEFORMS I DETECTED ARE WITHIN THAT TRUCK.
THEY'RE IN A DAMN BIG HURRY... BETTER RUN 'EM DOWN, BUD.
MADRE DE DIOS!
NO WAY ANYONE LIVED THROUGH THIS.
INCORRECT, JENN. YOU'LL SEE A VEHICLE ON THE CRATER FLOOR...
MIERDA! THEY'RE GETTING AWAY.
THEN DRIVE FASTER!

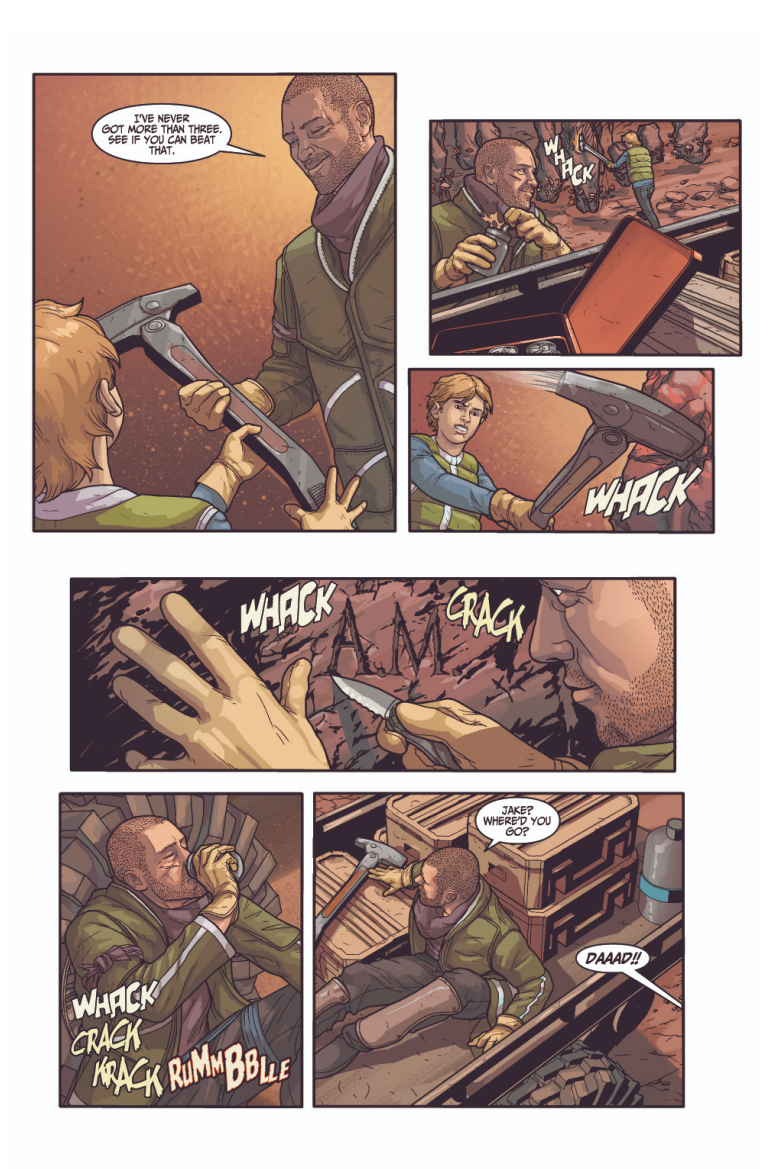

THEY'RE HEADING FOR THAT CANYON.
DARIUS, THE TARGET'S TRUCK HAS... SHRAAAAK! SSSSZZZZT!
S.A.M.? WHAT'S WRONG?
WE MUST HAVE ENTERED AN ANOMALY.
WHAT'S THAT?
GAPS BETWEEN THE TERRAFORMERS WHERE THINGS GO LOCO. ELECTROMAGNETIC INTERFERENCE, SHIT LIKE THAT.
STOONNN!! SSSSZZZZT!
BUCK, LOOK OUT!

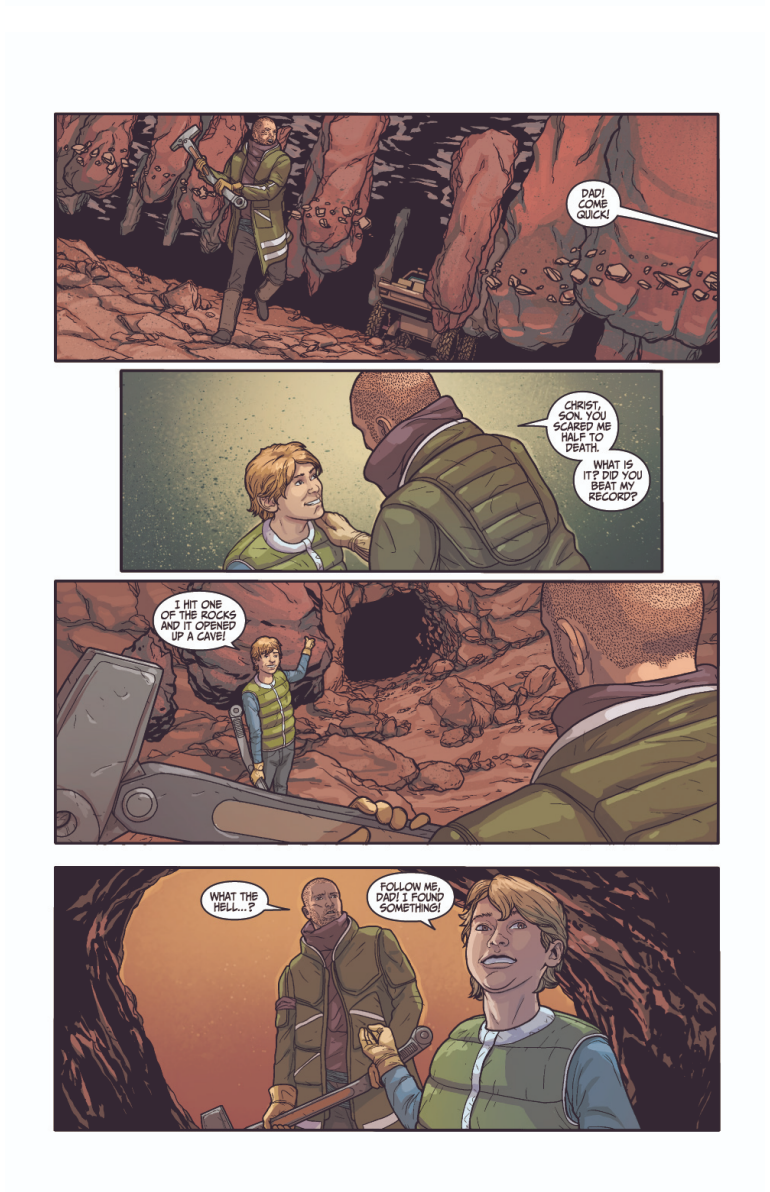

KRAASH
WHAT-THE-FUCK?!
THERE'S NOT SUPPOSED TO BE A FUCKING ROCK IN THE MIDDLE OF THE FUCKING ROAD!
IS EVERYONE OKAY?
SSSZZZZTT. SHIZZZZLL.
YEAH... JUST SHAKEN.
MY POOR RIDE...
CHECK IT OUT. THESE ROCKS ARE FLOATING...
THIS WHOLE CANYON MUST BE MAGNETIZED!

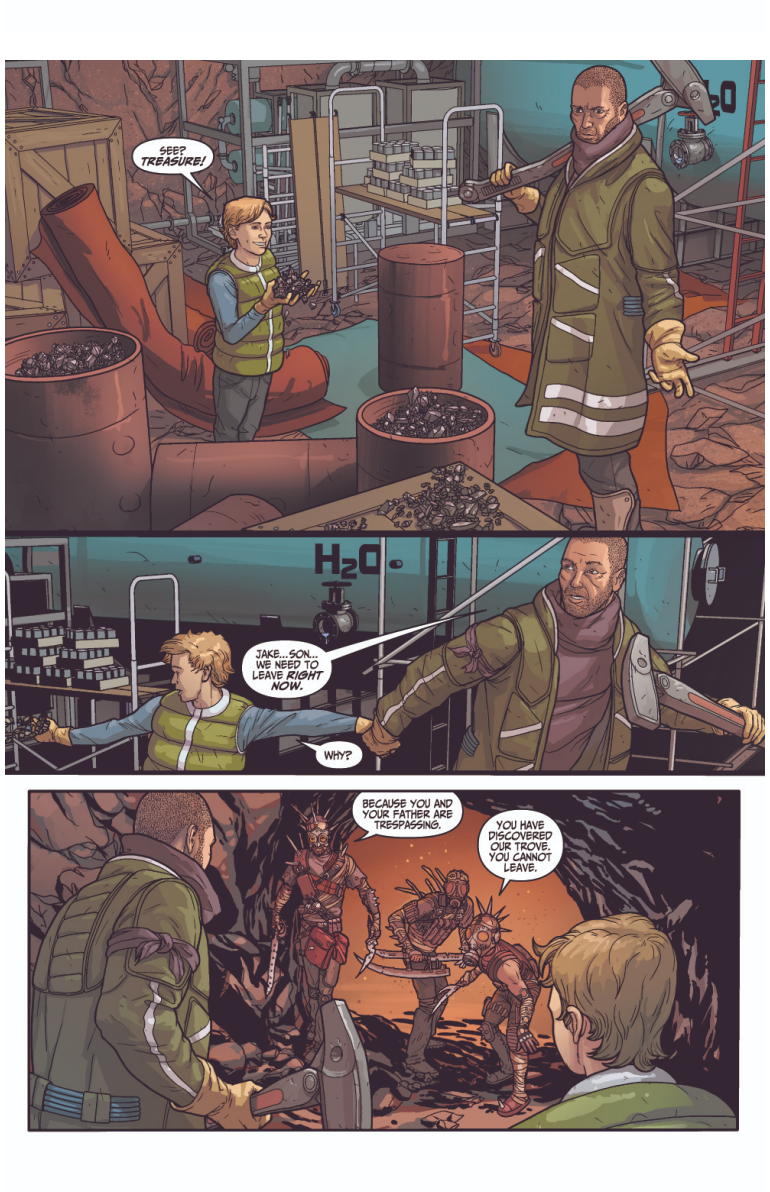

HEY, HOW COME THERE'S NO CRASHED BAD GUY? WHERE DID THEIR TRUCK GO?
MAYBE THEY'RE HIDING BEHIND A MARAUDER HOLOGRAM?
THE WARNER FAMILY HAS BEEN TRACKING MARAUDERS AS LONG AS THE MASONS HAVE BEEN BLOWING STUFF UP. THERE'S NO MARAUDER HOLO HERE.
BUT THAT DOESN'T MEAN THAT TRUCK DIDN'T PASS THROUGH HERE. LOOK. TIRE TRACKS.
I KNOW THIS PLACE.
YOU BEEN HERE BEFORE, BOSS?
BZZZT
ONLY HEARD ABOUT IT.
IN AN OLD FAMILY STORY...

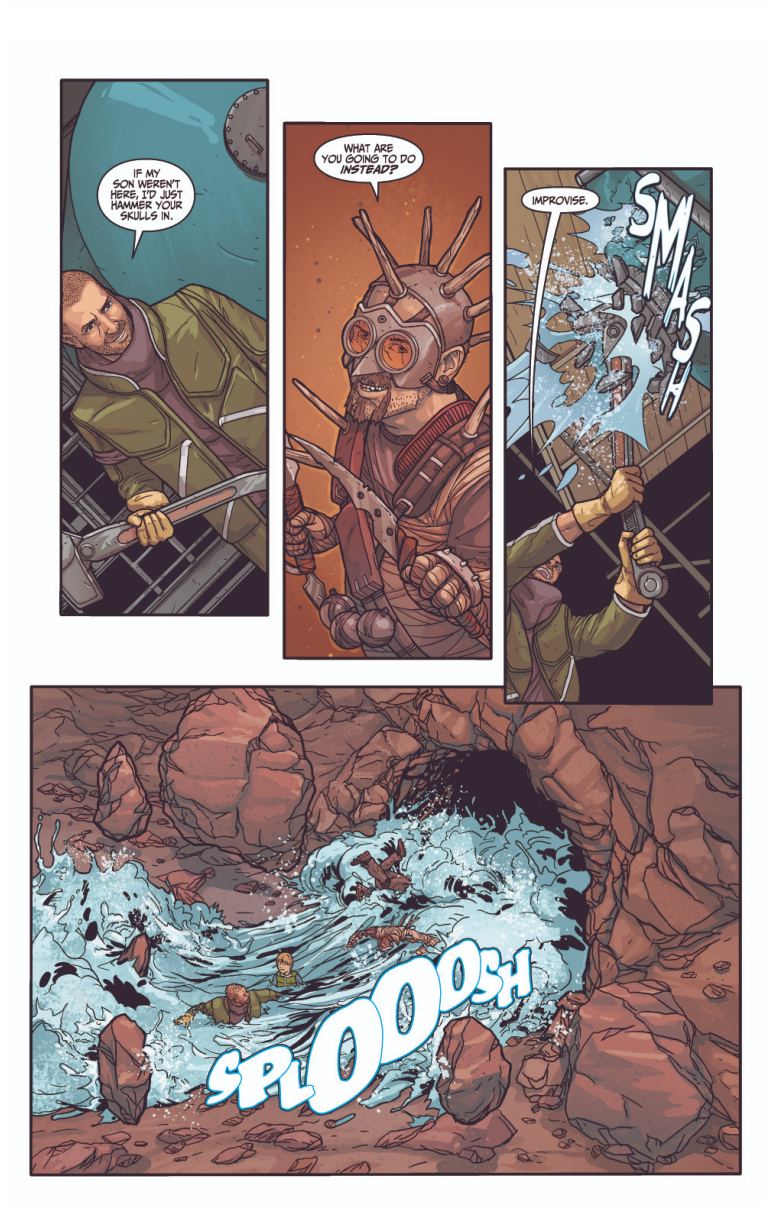

ACCORDING TO MY DAD, MY GRANDPA ALEC TOOK HIM TO COLLECT ORE.
HOLD ON, JAKE. WHAT DID I TELL YOU ABOUT SWINGING THAT HAMMER?
SPEED IS MORE IMPORTANT THAN STRENGTH.
RIGHT. IT'S JUST LIKE SPLITTING WOOD.
WHAT'S WOOD?
HEH. SOMETIMES I FORGET YOU'VE NEVER BEEN TO EARTH.
C'MON SON, WE'VE BUSTED UP ENOUGH CRYSTALS FOR TODAY. LET'S PACK IT UP.
AM I EVER GONNA VISIT EARTH, DAD?
PROBABLY NOT, SON. BUT THAT'S OKAY. THERE ARE PLENTY OF GOOD THINGS HERE ON MARS.
IF YOU PROMISE NOT TO TELL YOUR MOTHER, YOU WANT TO SEE ONE OF THEM?
YEAH!

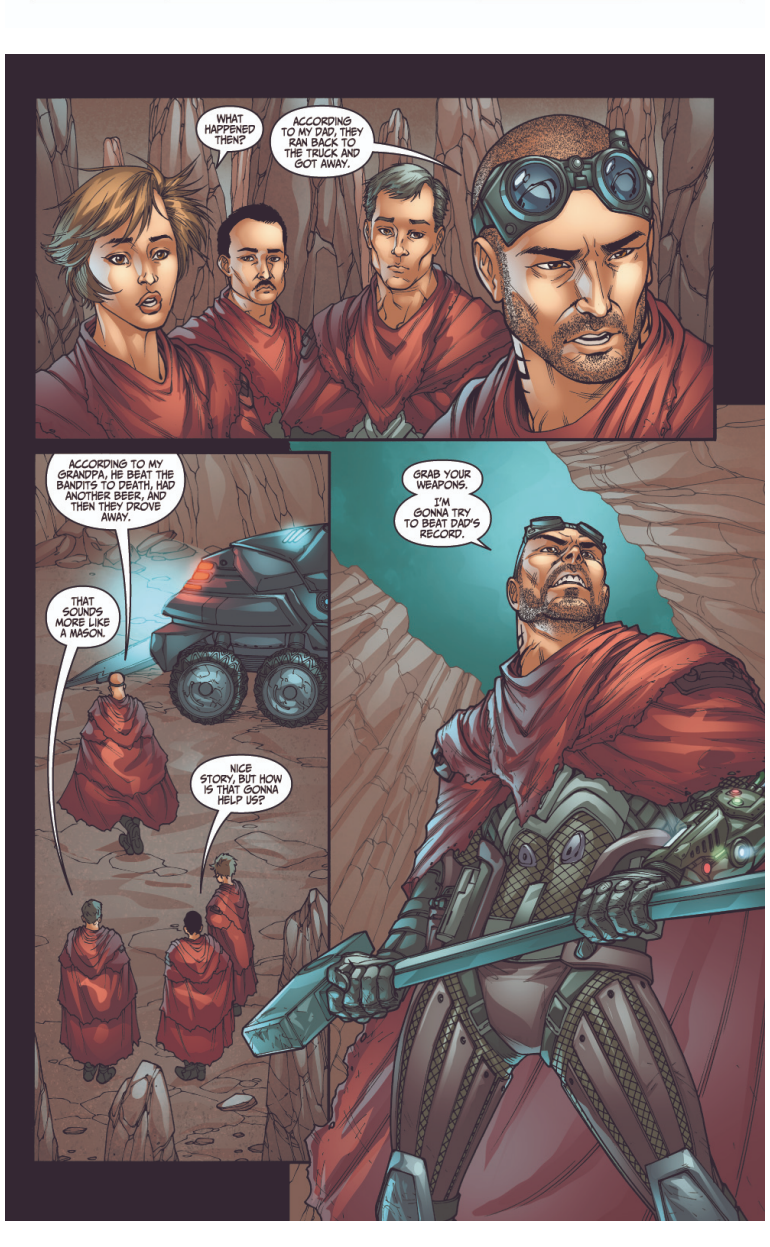

MY DAD SAID GRANDPA ALEC TOOK HIM TO A PLACE WHERE "ROCKS FLOATED."
HERE. CHECK THIS OUT.
ONE!
WHACK
TWO!
CRACK
THAT'S THREE!
KRACK

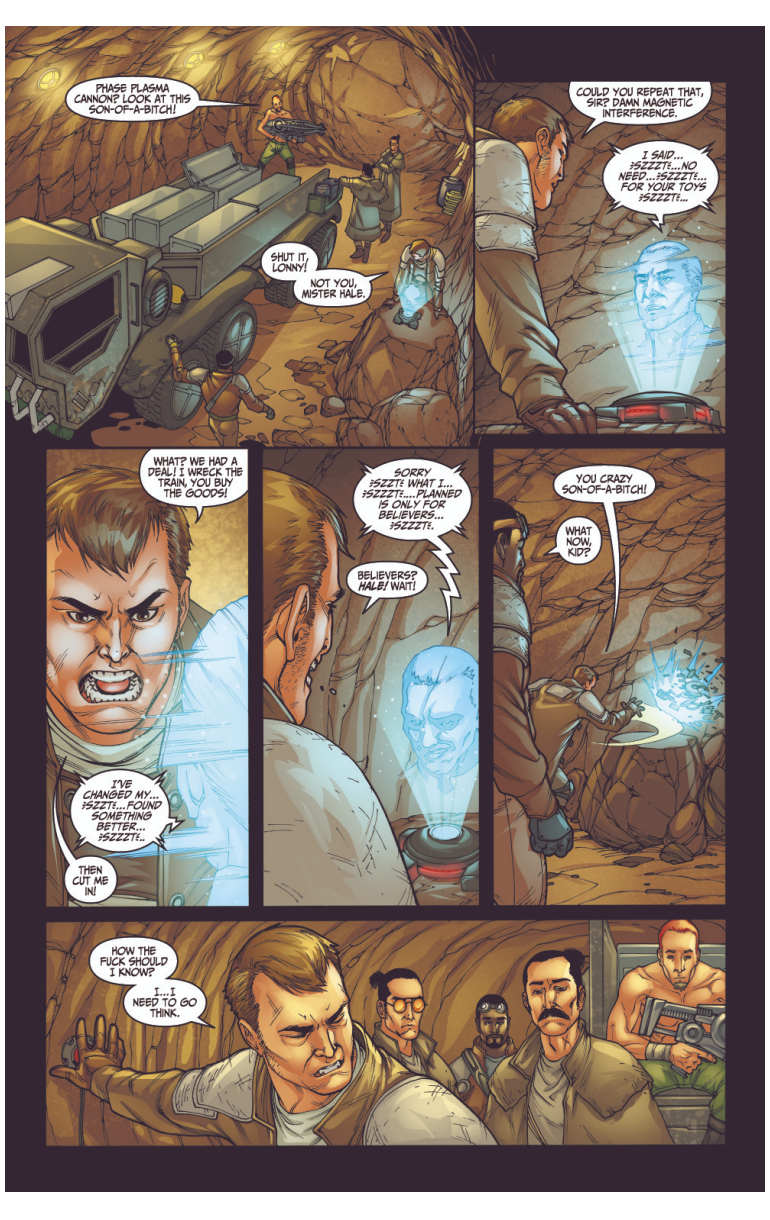

I'VE NEVER GOT MORE THAN THREE. SEE IF YOU CAN BEAT THAT.
WHACK
WHACK
WHACK
CRACK
WHACK CRACK KRACK RUMMBBLLE
JAKE? WHERE'D YOU GO?
DAAAD!!

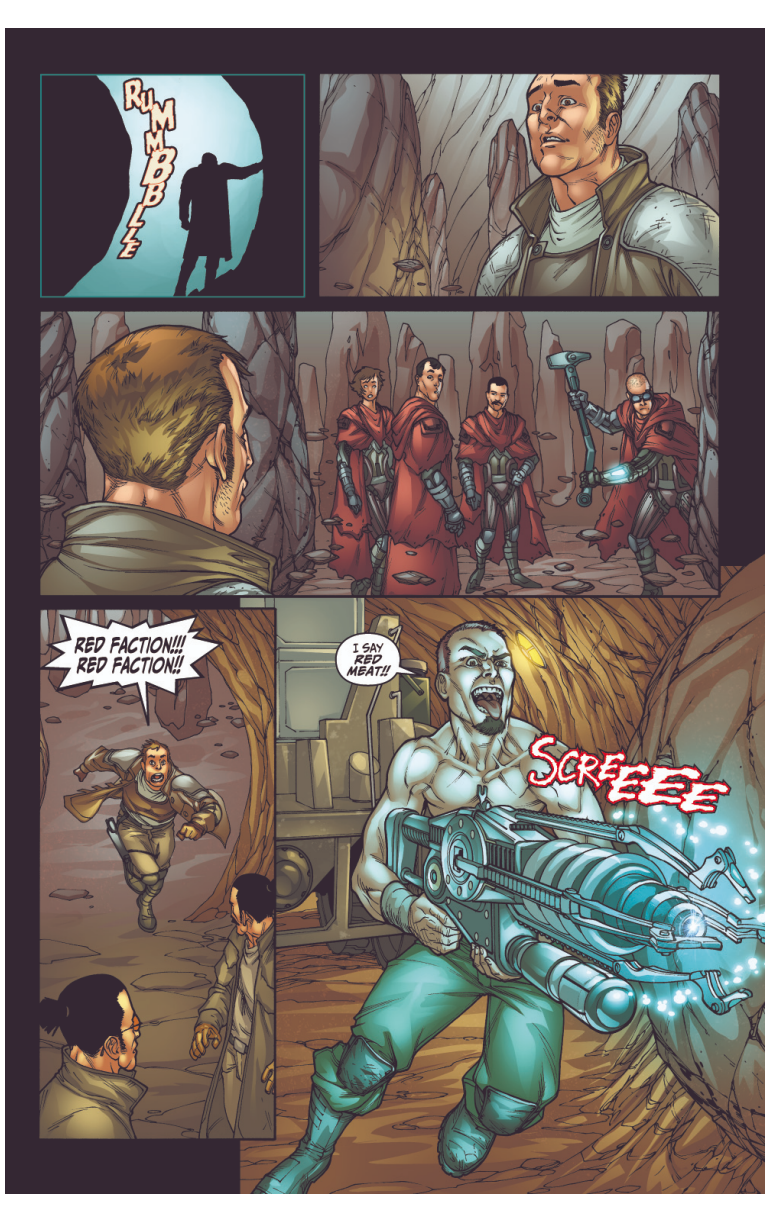

DAD! COME QUICK!
CHRIST, SON. YOU SCARED ME HALF TO DEATH.
WHAT IS IT? DID YOU BEAT MY RECORD?
I HIT ONE OF THE ROCKS AND IT OPENED UP A CAVE!
WHAT THE HELL...?
FOLLOW ME, DAD! I FOUND SOMETHING.

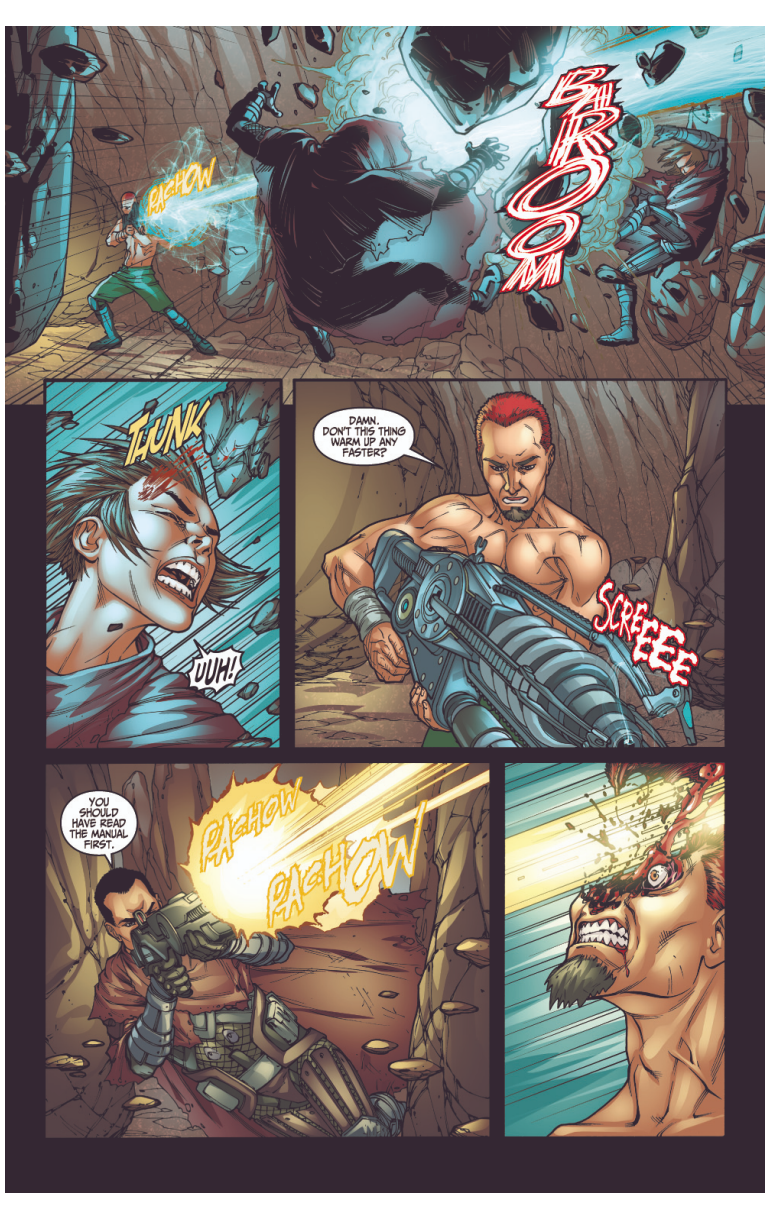

SEE? TREASURE!
H2O
JAKE... SON... WE NEED TO LEAVE RIGHT NOW.
WHY?
BECAUSE YOU AND YOUR FATHER ARE TRESPASSING.
YOU HAVE DISCOVERED OUR TROVE. YOU CANNOT LEAVE.

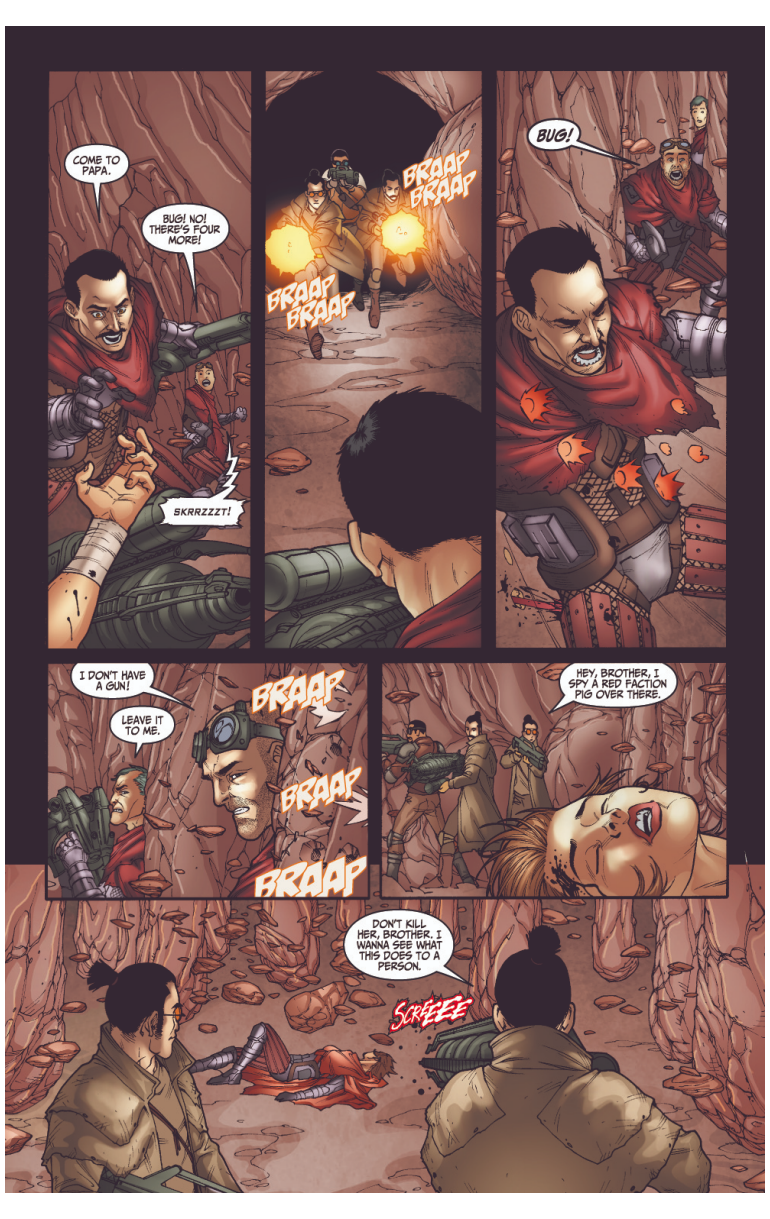

IF MY SON WEREN'T HERE, I'D JUST HAMMER YOUR SKULLS IN.
WHAT ARE YOU GOING TO DO INSTEAD?
IMPROVISE.
SMASH
SPLOOOOSH

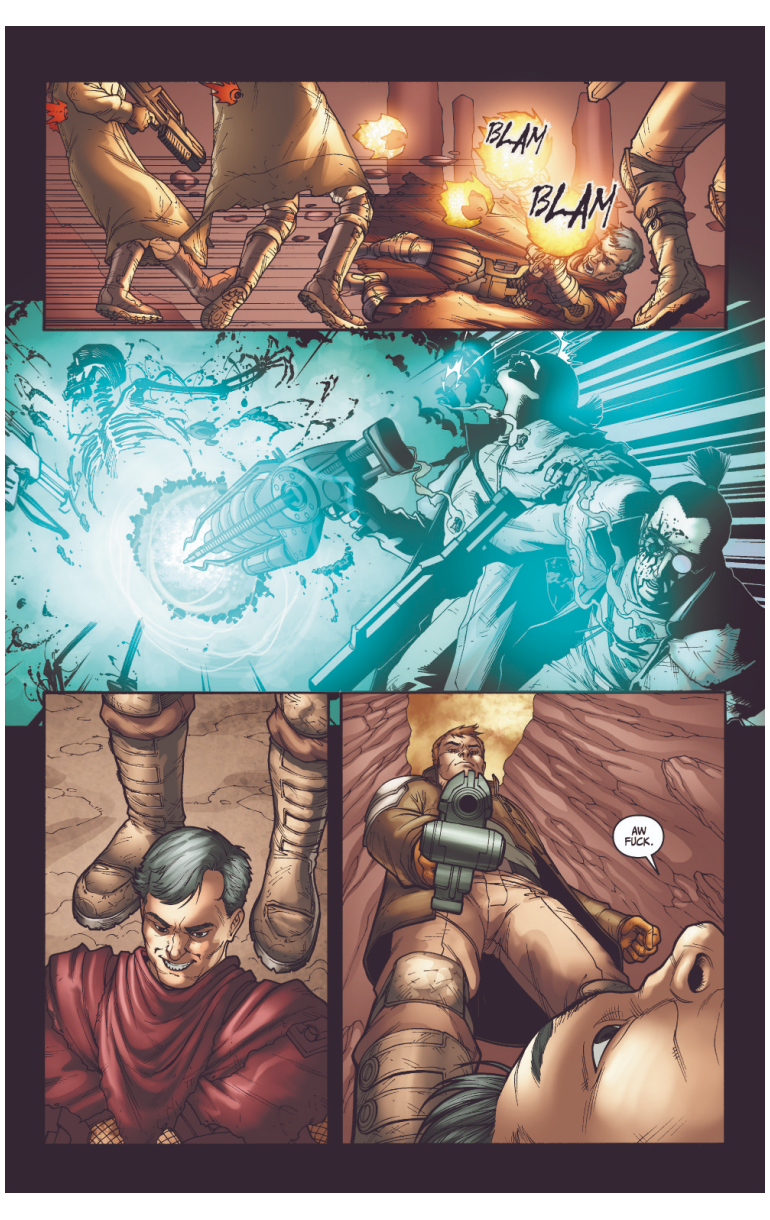

WHAT HAPPENED THEN?
ACCORDING TO MY DAD, THEY RAN BACK TO THE TRUCK AND GOT AWAY.
ACCORDING TO MY GRANDPA, HE BEAT THE BANDITS TO DEATH, HID ANOTHER BEER, AND THEN THEY DROVE AWAY.
THAT SOUNDS MORE LIKE A MASON.
NICE STORY, BUT HOW IS THAT GONNA HELP US?
GRAB YOUR WEAPONS. I'M GONNA TRY TO BEAT DAD'S RECORD.

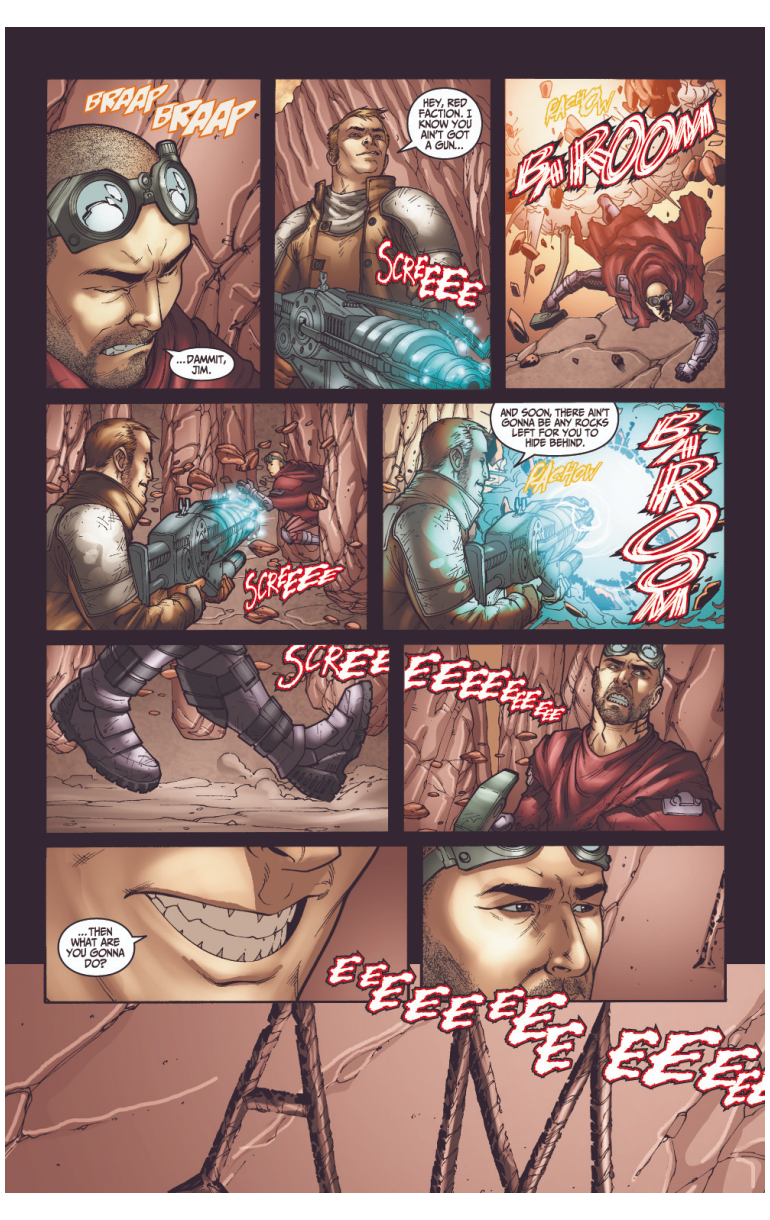

PHASE PLASMA CANNON! LOOK AT THIS SON-OF-A-BITCH!
COULD YOU REPEAT THAT, SIR? DAMN MAGNETIC INTERFERENCE.
I SAID... HIZZZT!... NO NEED... HIZZZT!... FOR YOUR TOYS. HIZZZT!...
SHUT IT, LONNY.
NOT YOU, MISTER HALE.
WHAT?! WE HAD A DEAL! I WRECK THE TRAIN, YOU BUY THE GOODS!
SORRY. HIZZZT! WHAT I... HIZZZT!... PLANNED IS ONLY FOR BELIEVERS... HIZZZT!...
BELIEVERS? HALE! WAIT!
YOU CRAZY SON-OF-A-BITCH!
WHAT NOW, KID?
I'VE CHANGED MY... HIZZZT!... FOUND SOMETHING BETTER... HIZZZT!...
THEN CUT ME IN!
HOW THE FUCK SHOULD I KNOW?
I... I NEED TO GO THINK.

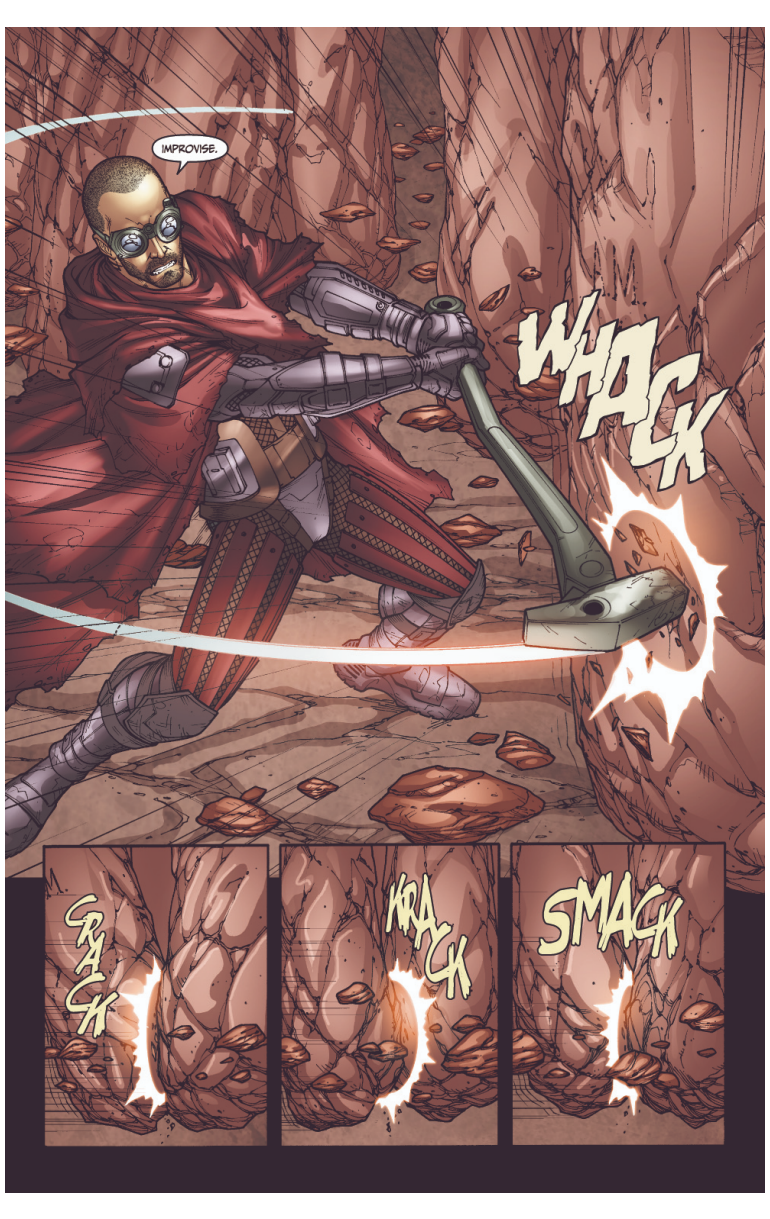

RUMMBBLE
RED FACTION!!! RED FACTION!!!
I SAY RED MEAT!
SCREEEE

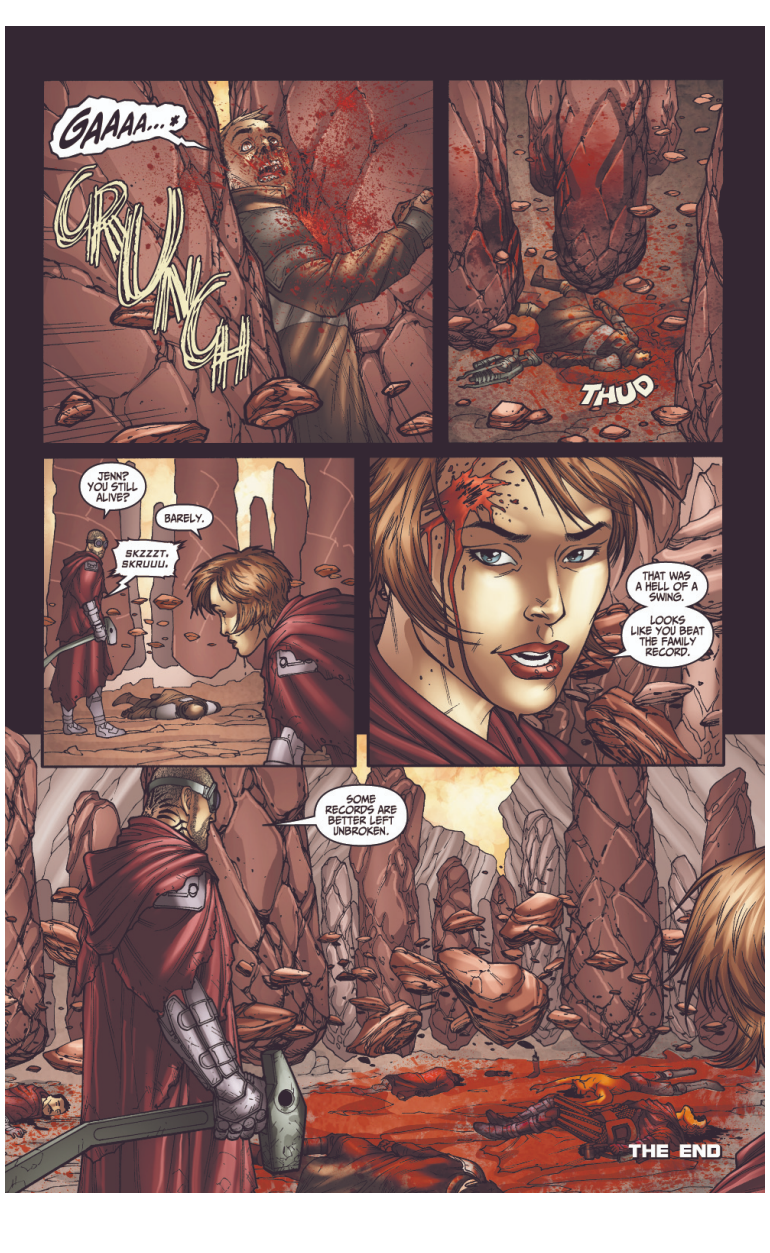

BROOM
THUNK
DAMN. DON'T THIS THING WARM UP ANY FASTER?
SCREEEE
UUH!
YOU SHOULD HAVE READ THE MANUAL FIRST.
BACHOW

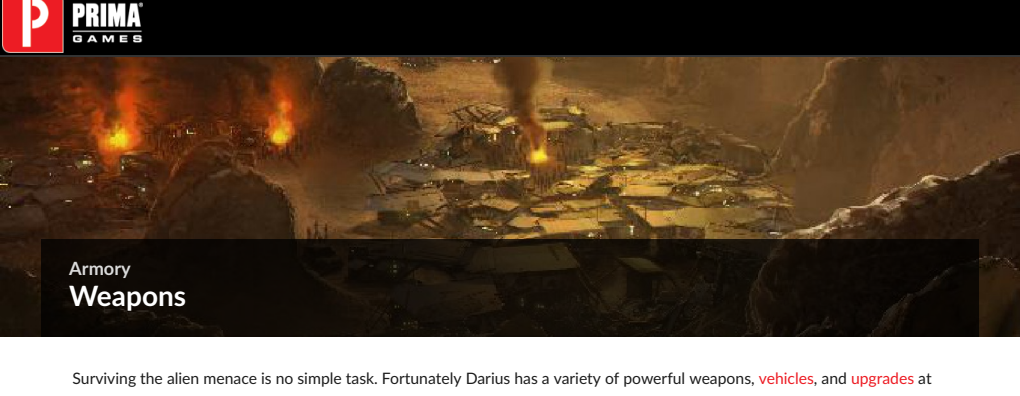

COME TO PAPA.
BUG! NO! THERE'S FOUR MORE!
BRAAP BRAAP
BRAAP BRAAP
BUG!
SKRRZZZT!
I DON'T HAVE A GUN!
LEAVE IT TO ME.
BRAAP BRAAP BRAAP
HEY, BROTHER, I SPY A RED FACTION PIG OVER THERE.
DON'T KILL HER, BROTHER... I WANNA SEE WHAT THIS DOES TO A PERSON.
SCREEEE


BLAM
BLAM
AW FUCK.


BRAAP BRAAP
HEY, RED FACTION, I KNOW YOU AIN'T GOT A GUN...
SCREEEE
BAROOM
...DAMMIT, JIM.
SCREEEE
AND SOON, THERE AIN'T GONNA BE ANY ROCKS LEFT FOR YOU TO HIDE BEHIND.
BAROOM
SCREEEEEEEEEEEE
...THEN WHAT ARE YOU GONNA DO?
EEEEEEEEEEEE


IMPROVISE.
WHACK
CRACK
KRACK
SMACK


GAAAA...*
CRUNCH
THUD
JENN? YOU STILL ALIVE?
BARELY.
BKZZZT. BKRUUU.
THAT WAS A HELL OF A SWING.
LOOKS LIKE YOU BEAT THE FAMILY RECORD.
SOME RECORDS ARE BETTER LEFT UNBROKEN.
THE END

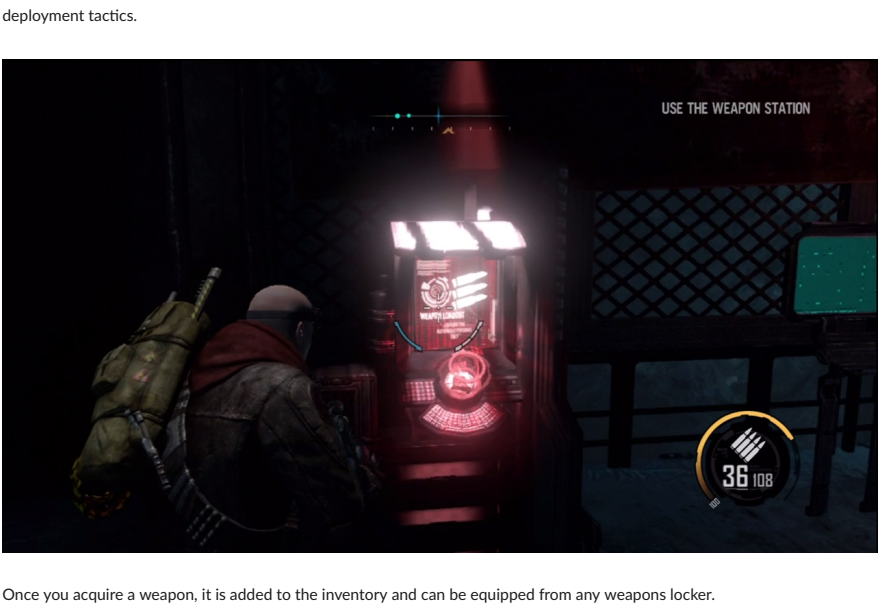


Armory

Weapons

Surviving the alien menace is no simple task. Fortunately Darius has a variety of powerful weapons, vehicles, and upgrades at his disposal.

But it takes more than courage and an itchy trigger finger to come out of this crisis in one piece. In this chapter, we take a close look at every weapon, vehicle, and upgrade, pointing out the strengths and weaknesses of each as well as discussing effective deployment tactics.



Once you acquire a weapon, it is added to the inventory and can be equipped from any weapons locker.

Like past Red Faction installments, the weapons of Armageddon are truly unique. You can carry a maximum of four weapons at a time, but don't worry too much about ditching one weapon in exchange for another.

When a weapon is dropped in exchange for another one, the dropped weapon can still be accessed from any weapons locker.

Weapons lockers are red, glowing consoles found throughout the single-player campaign. If you find a new weapon on the ground, simply walk over it to add it to the weapons locker inventory—you don't even have to pick it up.

No two types of weapons are exactly the same. Take the time to get to know each weapon's characteristics and select ones that best fit your style of play.

In this section, we take a detailed look at every weapon, offering background information and gameplay tips for each.

Maul

Origin: Red Faction

Description: A powered sledgehammer that can pulverize concrete, steel, and more with a single swing.

Uses: Salvage, Construction, Destruction, Silent Kills

History: Updated version of the original EDF sledgehammer

STATS	
Range	□□□□□
Damage Per Shot	□🟨🟨□□
Damage Over Time	□🟨□□□
Accuracy	□🟨🟨□□
Ammo Capacity	□🟨🟨🟧🟥

The Maul is an updated version of a mining sledgehammer, popular during the uprising against the EDF. Many Martains followed in Alec Mason's footsteps by using the Maul as both a construction tool and silent weapon. The tool's added gyros were able to shatter even the heaviest armor, as Darius Mason found out when he began to smash aliens in the caverns of Mars.

Field Notes

The Maul is the only dedicated melee weapon in the game, and it packs a devastating punch, capable of killing most enemies with a single strike.

By pressing the standard fire button, your character performs a lateral swing, great for taking out cultists, ravagers, and wraiths.

Pressing the aim button performs an overhead vertical swing, ideal for smashing creepers. In addition to being a capable melee weapon, the Maul is great for smashing through structures.

For best results, focus on taking out load-bearing supports to bring entire buildings down.

Tip

Make an effort to kill every enemy with the Maul to earn this achievement/trophy. Start early by smashing cultists, then be sure to take out at least one alien of every type.

Magnet Gun

Origin: Darius Mason

Description: Two-stage salvaging device that, in skilled hands, can be a formidable weapon.

Uses: Salvage, Mining

History: Developed by Darius Mason during his time post-Terraformer

STATS	
Range	□🟨🟨□□
Damage Per Shot	□🟨🟨🟧□
Damage Over Time	□🟨🟨□□
Accuracy	□🟨□□□
Ammo Capacity	□🟨🟨🟧🟥

Darius Mason required a lot of power to help him salvage scrap after his fall from grace following the destruction of the Terraformer.

The result was the Magnet Gun, a two-stage weapon that was used for black market recovery. A first shot unleashes a magnet.

A second fires an anchor, which attracts the original magnet at high speed. A wall, piece of junk, or enemy could thus be flung across vast distances with little energy expenditure.

Field Notes

The Magnet Gun is one of the most unique and powerful weapons at your disposal—plus it never runs out of ammo.

Attach a magnet to a pile of scrap or even a structure and attach an anchor to an enemy. Then stand back and watch as the debris flies through the air and smashes your target.

Or you can attach a magnet directly to an enemy and send them flying by attaching an anchor to a distant surface—magnets can be attached to all enemies except behemoths.

For best results, make sure the magnet and anchor are placed far apart. The greater the distance, the greater the velocity of the magnetized target as it flies through the air, resulting in heavier damage upon collision.

If you run out of objects to launch, you can always use the Nano Forge's Repair ability (or repair grenades) to create more scrap.

Magnet gun achievements and trophies

Icon	Name	Description	Gamerscore	Trophy
	Catch!	Use the Magnet Gun to fling debris back at a tentacle.	30	Silver
	Liftoff	Send an enemy at least 50 meters with the Magnet Gun.	10	Bronze
	Martian Matchmaker	Fire an enemy into another enemy with the Magnet Gun.	10	Bronze

Pistols

Origin: EDF

Description: Dual-wielded double pistols. Highly accurate.

Uses: Sidearm, Secondary Weaponry, Close-Range Combat

History: EDF-issued weapon that was upgraded to withstand Mars's atmosphere

STATS	
Range	□🟨🟨□□
Damage Per Shot	□□□□□
Damage Over Time	□🟨□□□
Accuracy	□🟨🟨□□
Ammo Capacity	□🟨🟨□□

Small but accurate, this EDF-issue pistol is a standard handgun designed as a secondary weapon for soldiers and VIPs.

Because its housing was upgraded when the EDF took control of Mars to better withstand the atmosphere, transport, and constant sand, this model found another life after EDF control ended as a low-cost hammer substitute and scrap metal gold mine.

Field Notes

Shot for shot, the Pistols are the weakest firearms in your arsenal, but they make up for their lack of power thanks to their accuracy and impressive rate of fire.

With a Pistol in each hand, you can quickly bring down creepers, ravagers, and cultists. The Pistols have impressive range too, perfect for hitting distant enemies when your other weapons can't quite hit the mark.

But once the Assault Rifle is available, consider stowing the Pistols for good—they simply can't compete.

Shotgun

Origin: Marauder

Description: A standard pump-action shotgun. Deadly at close range.

Uses: Close-Range Combat, Riot Control, Urban Warfare

History: Heavily modified shotgun designed by Marauders

STATS	
Range	□□□□□
Damage Per Shot	□🟨🟨□□
Damage Over Time	□🟨□□□
Accuracy	□🟨🟨□□
Ammo Capacity	□🟨□□□

This heavily modified shotgun is based upon the old Ultor design. Though outdated, it could still clear a crowd with either its primary shelling or the additional bayonet affixed to the bottom.

Due to Marauder ingenuity, these weapons remain plentiful and reliable, though they can sometimes jam when introduced to the dust of outdoor use.

Field Notes

At close range, the Shotgun's effectiveness is unmatched. Simply aim the weapon in the general direction of your target (or targets) and pull the trigger.

This is the perfect weapon to select if you find yourself swarmed by creepers or ravagers in tight quarters.

However, it has limited range and, by default, can only accepts six shells in its magazine, so it must be reloaded frequently, one shell at a time.

Instead of firing the weapon until it runs out of ammo, make an effort to reload after each shot to prevent long reload times.

Charge Launcher

Origin: Ultor

Description: Fires a remote charge that can stick to any material. Charges must be detonated manually.

Uses: Salvage, Construction, Destruction, Traps

History: Designed by Ultor for mining use

STATS	
Range	□🟨□□□
Damage Per Shot	□🟨🟨□□
Damage Over Time	□🟨🟨□□
Accuracy	□□□□□
Ammo Capacity	□🟨□□□

These detonative charges have been used in mining since the 20th century but found new life as weapons during the various insurrections of Mars.

Parker was a fan of remote mining charges, using them to blast holes through walls to different sections of tunnels, and Alec Mason wasn't adverse to their destructive power when he needed to bring an EDF-controlled building down.

With a blast power equivalent to a large stick of dynamite, a half-dozen charges could blast open a chapel-sized mine of rocks or obliterate an EDF outpost.

Despite this, the EDF never tried to control the usage of remote mining charges. Without them, single miners would have been unable to excavate large swaths of Mars, rendering the planet's mineral resources useless.

Field Notes

Need to spread destruction over a wide area? Then look no further than the Charge Launcher.

The weapon functions like a grenade launcher, firing remote mining charges that must be detonated manually—preferably from a safe distance.

When you aim the weapon, a white trajectory line appears on the HUD, showing approximately where the charge will land. Raise your aim to increase the range of the weapon.

Once fired, the charges fly through the air and stick to anything they come into contact with, including enemies.

You can fire as many as four charges before you detonate them—the charges detonate in the order in which they are fired.

The Charge Launcher is effective against all enemies, including heavy hitters like berserkers, monoliths, and behemoths.

They're also great for staging ambushes—line a narrow chokepoint with charges, then detonate them as enemies approach.

Assault Rifle

Origin: Red Faction

Description: Triple-barreled, fully automatic rifle. Standard issue for all Red Faction soldiers.

Uses: Patrols, Firefights, Assaults, Security

History: Inspired by blueprints of the EDF Assault Rifle

STATS	
Range	□🟨□□□
Damage Per Shot	□□□□□
Damage Over Time	□🟨□□□
Accuracy	□🟨□□□
Ammo Capacity	□🟨🟨🟧□

Red Faction based its standard-issue rifle on the blueprints of the EDF's original Assault Rifle. Few questioned the source material as that weapon had few problems with it.

Its triple-barrel design and stocky build were the result of almost a century of tinkering by various hands, though it always retained the core elements of dependability, high rate of fire, and easy learning curve.

Field Notes

Early on, the Assault Rifle is the most effective weapon at your disposal offering the perfect balance of firepower, accuracy, and range.

Like any automatic weapon, the Assault Rifle exhibits a significant amount of recoil, causing the weapon to jump off target during prolonged bursts.

Therefore fire in short bursts in an effort to keep the weapon on target. As the 36-round magazine begins to run dry, the weapon makes a distinct clicking sound—take this as a warning that you need to reload soon.

While the weapon is effective at close range, don't miss the opportunity to take out enemies with melee strikes.

Melee strikes are a quick way to dish out heavy damage and it saves ammo. The Assault Rifle is effective against most enemies, but when it comes to taking on behemoths, consider choosing a weapon with greater damage output.

Plasma Cannon

Origin: Red Faction

Description: Fires a bolt of plasma that penetrates objects with destructive force.

Uses: Demolitions, Heavy Assault, Anti-Armor

History: Crafted as a dual destruction/construction weapon by late 22nd century Red Faction scientists from an earlier and distinct Marauder design

STATS	
Range	□🟨□□□
Damage Per Shot	□🟨🟨□□
Damage Over Time	□🟨🟨□□
Accuracy	□□□□□
Ammo Capacity	□🟨□□□

Plasma weapons were not new even to the scientists of the 22nd century. The state of matter that these firearms deployed became super-charged, potent, and unbelievably powerful—so much so, in fact, that the first designs had a tendency to explode.

It wasn't until Red Faction techs designed the Plasma Cannon that such devices were deemed to be safe. A proper "bolt" of plasma could penetrate objects with destructive force while unleashing multiple explosions along its firing path.

Plasma could additionally be charged within the housing of the cannon itself, allowing for even more powerful explosions.

Field Notes

When you need to kill or destroy something fast, call on the Plasma Cannon. This is one of the most powerful weapons available, capable of punching through thick concrete and steel, not to mention enemies.

Before firing, you must hold down the trigger to produce the plasma bolt. A blue orb of plasma appears at the tip of the barrel when it's ready to fire.

Release the trigger to send it flying at your target. The plasma bolt travels in a straight line, penetrating anything in its path and setting off small explosions with each solid object it encounters.

Initially you can only carry a few shots for this weapon, so make each shot count. Use the Plasma Cannon when confronting durable enemies like monoliths, berserkers, or behemoths.

The weapon is equally effective against structures, particularly in Ruin Mode.

Banshees

Origin: Ultor

Description: High damage, slow fire dual-wielded pistols. A favorite of smugglers and salvagers alike.

Uses: Sidearm, Secondary Weaponry, Close-Range Combat

History: Ultor-issued weapon for security forces

STATS	
Range	□🟨□□□
Damage Per Shot	□□□□□
Damage Over Time	□🟨□□□
Accuracy	□🟨□□□
Ammo Capacity	□🟨🟨□□

The Banshee was a standard-issue semi-automatic sidearm, designed for Ultor's guards and officers. Its massive, 12mm, .48 caliber rounds produces enormous recoil, but can level almost any target with a single blast.

To balance the weapon, Ultor modified the gun's frame to be self-contained, absorbing rather than "punching" with each blast.

This had the additional, unexpected bonus of allowing the weapon to be fired underwater. Parker and Ray Mason dealt with these weapons less frequently as they progressed in their liberation of Mars.

Ultor security increasingly fell back to using RPGs and other powerful weapons to stop the insurgency. Most pistols were discarded and so they have become collector's items.

A fully functioning Banshee is rare indeed, but can still hold its own in a firefight.

Field Notes

Like the Pistols, two Banshees are wielded when selected, giving you a tremendous amount of firepower in each hand.

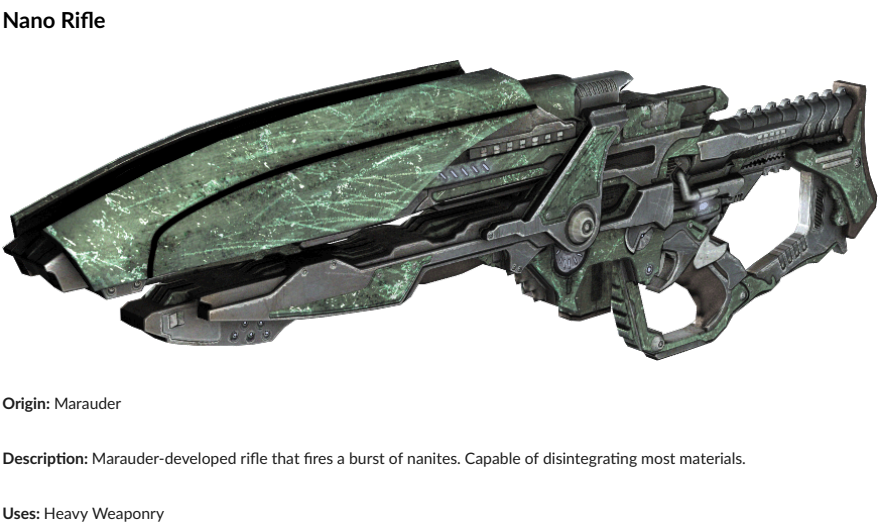
The Banshees lack the pinpoint accuracy, range, and rate of fire of the Pistols but more than make up for it in sheer power. This makes them ideal for taking out creepers and ravagers at close range.

Consider replacing your Shotgun with the Banshees once they're available. Although the Banshees inflict less damage than the Shotgun, they fire faster and are much quicker to reload.

Plus, the Banshees are more effective when it comes to targeting enemies at intermediate and long ranges. Still, be prepared for some heavy recoil.

Unless you're blasting enemies at point-blank range, pause after each shot to let the weapons settle before firing a follow-up shot.

Nano Rifle



Origin: Marauder

Description: Marauder-developed rifle that fires a burst of nanites. Capable of disintegrating most materials.

Uses: Heavy Weaponry

History: Ad hoc weapon crafted by individual Marauders

STATS	
Range	□🟨🟨□□
Damage Per Shot	□🟨□□□
Damage Over Time	□🟨□□□
Accuracy	□🟨🟨□□
Ammo Capacity	□🟨□□□

This weapon was designed by Axel Capek for Ultor to fire nanites from the Nano Forge, or other, similar nanite producers, at a high rate of speed.

Capek never used it himself, but Samanya reformatted the Nano Forge to give it a near-everlasting ammo supply.

Its rounds of nanite-infused casings completely obliterate any metal (and most flesh) they came into contact with thanks to the nanites constant, atomic nibbling.

Field Notes

The Nano Rifle is easily one of the best weapons available, capable of inflicting heavy damage on all enemies. Once you encounter it, always keep it with you.

In fact, the Nano Rifle can even replace the Assault Rifle in your inventory. But despite its amazing power and versatility, the Nano Rifle does have a couple of significant drawbacks.

Initially, the Nano Rifle can only hold four rounds in its small magazine, requiring frequent reloads. You can increase the weapon's magazine capacity by purchasing the Extended Clips upgrade.

But even this does little to reduce the number or reloads required in a frantic skirmish. The nanites fired by the weapon can also inflict a substantial amount of collateral damage, potentially destroying structures.

Watch your aim, particularly when firing the weapon around critical catwalks and bridges that you must cross. These drawbacks are minor when taken within the context of the weapon's power and relatively high rate of fire.

It is a semi-automatic rifle, requiring you to squeeze the trigger with each shot. Although it has a limited magazine capacity, ammo is readily available for this weapon, so feel free to use it against all threats ranging from creepers to behemoths.

Rocket Launcher

Origin: Ultor

Description: Fires a high-velocity explosive. Useful for heavily armored targets.

Uses: Anti-Aircraft, Anti-Armor, Heavy Armor

History: Designed by Ultor for "mine destruction," the Rocket Launcher was always thought of as a "just in case" weapon for revolutions

STATS	
Range	□🟨🟨□□
Damage Per Shot	□🟨🟨🟧□
Damage Over Time	□🟨🟨□□
Accuracy	□🟨🟨🟧□
Ammo Capacity	□□□□□

When Red Faction activity showed no signs of stopping, Ultor brought in heavy guns to take down the better-armed guerillas.

The URL-6T, as this rocket launcher is officially known, soon became a bane to Earth and Mars forces alike.

It took a steady hand and a steadier mind to properly fire one of these hulking, hundred-pound weapons; careless fire led to a quick end for innocent bystanders as well as the shooter.

Careful training by the most dedicated of Red Faction fighters, including Parker, proved to be a turning point in the conflict. When a tank couldn't withstand three blasts from such a weapon as the "Big Earl," the liberation of Mars wasn't far off.

Field Notes

Of all the weapons at your disposal, the Rocket Launcher is the only one capable of tracking and homing in on targets.

Upon aiming the weapon at an organic target, such as an alien, a red circular icon appears on the HUD, directly over the target. This indicates that the rocket has locked on to the creature.

Once a lock has been achieved, the rocket homes in on the target, even if the target moves, but the homing ability of the rocket is rather limited.

It is not capable of making tight turns or evading objects in its path. Still, in large open spaces, rockets have no problem hitting their mark, with spectacular results.

Save your Rocket Launcher for engaging heavy targets like berserkers, monoliths, tentacles, and behemoths. It's also very effective against elusive wraiths.

Plasma Beam

Origin: Red Faction

Description: Unleash a focused beam of plasma capable of burning through most materials.

Uses: Heavy Assault, Anti-Armor

History: Heavily Modified Plasma Cutter

STATS	
Range	□🟨🟨□□
Damage Per Shot	□🟨🟨□□
Damage Over Time	□🟨🟨🟧□
Accuracy	□🟨□□□
Ammo Capacity	□□□□□

An unknown inventor based this weapon on an early incarnation of a plasma cutter tool. Whereas the cutter was a simple welding and destruction device, the techie designed the Plasma Beam to be capable of burning through almost any armor.

The focused beam from which the weapon derives its name was channeled into a "laser" of matter that worked best against vehicles or slower-moving troops with heavy armor, though it could be turned on personnel in a pinch.

Field Notes

The Plasma Beam is most effective against structures. Press and hold down the trigger to fire the beam, and then drag it across your target to slice through concrete, metal, or anything else with scalpel-like precision.

Before firing the weapon, study your target carefully to identify any vertical supports or load-bearing walls.

If you plan your attack carefully, you can use the Plasma Beam to compromise these critical supports and let gravity do the rest.

The weapon is less effective against aliens and cultists as you must focus the beam on the target to inflict significant damage.

This can be difficult when an enemy is moving. Almost any other weapon is better suited for taking out enemies, but if your other weapons have run out of ammo, the Plasma Beam is more than capable of getting the job done.

Pulse Grenade

Origin: Marauder

Description: Timed explosive that destroys organic material while minimizing damage to structures.

Uses: Anti-Personnel, Area Denial

History: The latest implementation of a classic weapon

STATS	
Range	□□□□□
Damage Per Shot	□🟨□□□
Damage Over Time	□🟨🟨🟧□
Accuracy	□□□□□
Ammo Capacity	□🟨□□□

The Pulse Grenade is fired from a semi-automatic grenade launcher that shoots a charged energy ball. The resulting explosion damages biological material within the blast radius but causes no harm to structures.

Field Notes

This is essentially an old-fashioned grenade launcher with unique ammo, designed to eliminate organic material, such as aliens.

Grenades fired from this weapon tend to bounce around for a few seconds before exploding. However, they always explode upon direct impact with an organic target.

Like the Charge Launcher, a white trajectory line appears on the HUD when you aim the Pulse Grenade, helping you determine the barrel elevation required to hit your target.

The weapon can be an absolute life-saver during alien swarm attacks, so keep firing to blow the hostiles to bits. Unlike other explosive-based weapons, the Pulse Grenade causes no damage to structures.

This makes it useful in defensive situations or when you need to attack enemies without causing collateral damage, such as when crossing bridges or catwalks.

Rail Driver

Origin: EDF

Description: Powerful rifle equipped with state-of-the-art biometric scope to identify hostile forces.

Uses: Heavy Artillery, Anti-Aircraft, Anti-Armor, Psychological Warfare

History: Designed and built on Earth, brought to Mars by Masako

STATS	
Range	□🟨🟨🟧□
Damage Per Shot	□🟨🟨🟧□
Damage Over Time	□🟨□□□
Accuracy	□🟨🟨🟧□
Ammo Capacity	□□□□□

The Rail Driver was first brought to Mars by Masako. The housing of this gun was substantially altered by the EDF in ensuing years, but its inner workings remained the same.

The weapon works via a complex web of interconnected magnets that propel a depleted uranium shell at 3,500 meters per second.

The blast is enough to pound through nearly one-and-a-half meters of cement; using its biometric scope, highly trained marksmen can punch a hole through wall, armor, and bone before the target even hears the retort of the driver itself.

Field Notes

The Rail Driver is essentially a powerful sniper rifle capable of punching through light cover, leaving your enemies nowhere to hide.

The weapon is best deployed at long range, preferably before you're detected by hostile forces. Aiming brings up the weapon's magnified scope view, allowing you to see the heat signatures of enemies even if they're obscured by cover.

Simply place the crosshairs over your target and squeeze the trigger. Although the shell is capable of penetrating pieces of metal and concrete, this slows down the round, causing it to do less damage to the target.

However, if you hit the target's head, any loss in velocity makes no difference—your target will drop. Be cautious while peering through the scope, as this limits your field of vision, making you vulnerable to flanking attacks.

For this reason, the Rail Driver is best deployed against distant cultists. There are very few situations where you'll be able to get the jump on aliens, so avoid using it in such fights.

Singularity Cannon

Origin: Marauder

Description: Fires a black hole that engulfs anything within its radius before detonating.

Uses: Destruction, Anti-Vehicle

History: Based around Ultor/EDF technology granted to the Marauders by Alec Mason during the Second Martian Insurrection

STATS	
Range	□🟨🟨🟧□
Damage Per Shot	□🟨🟨🟧🟥
Damage Over Time	□🟨🟨□□
Accuracy	□🟨□□□
Ammo Capacity	□□□□□

The Marauders received a lot of Ultor tech from Alec Mason just after his destruction of the EDF in 2120.

One valued piece of hardware, marrying the destruction of the Singularity Bomb with Ultor fusion research, was the Singularity Cannon.

The fusion core of the weapon would create a nanometer-sized singularity, which would then be fired out of the weapon's barrel.

Even such a miniscule black hole would then obliterate any material that came into contact with it. The singularity would then explode when critical mass was reached, generally within several dozen meters of its weapon.

Field Notes

The Singularity Cannon is a very unique weapon that must be deployed with extreme caution. One pull of the trigger fires a miniature singularity that opens a small black hole on any surface.

As the black hole opens, it draws objects toward it, including structural material and anything else that isn't nailed or bolted down.

However, the black hole's draw is relatively limited and usually won't pull in anything much larger than a creeper or two.

The singularity inflicts the most damage when it reaches critical mass and explodes. Rely on these explosions to do the bulk of the damage when firing the Singularity Cannon.

Fire them at stationary aliens like monoliths and tentacles, or open a black hole amongst large groups of creepers or ravagers.

If the black hole isn't enough to suck them in, it at least holds them in place, ensuring they can't escape the inevitable explosion.

Just make sure you're far away from a black hole before it reaches critical mass. While the Singularity Cannon is moderately effective against aliens, it's devastating against structures.

Make this weapon the backup to your Plasma Cannon when playing Ruin Mode.

Mr. Toots

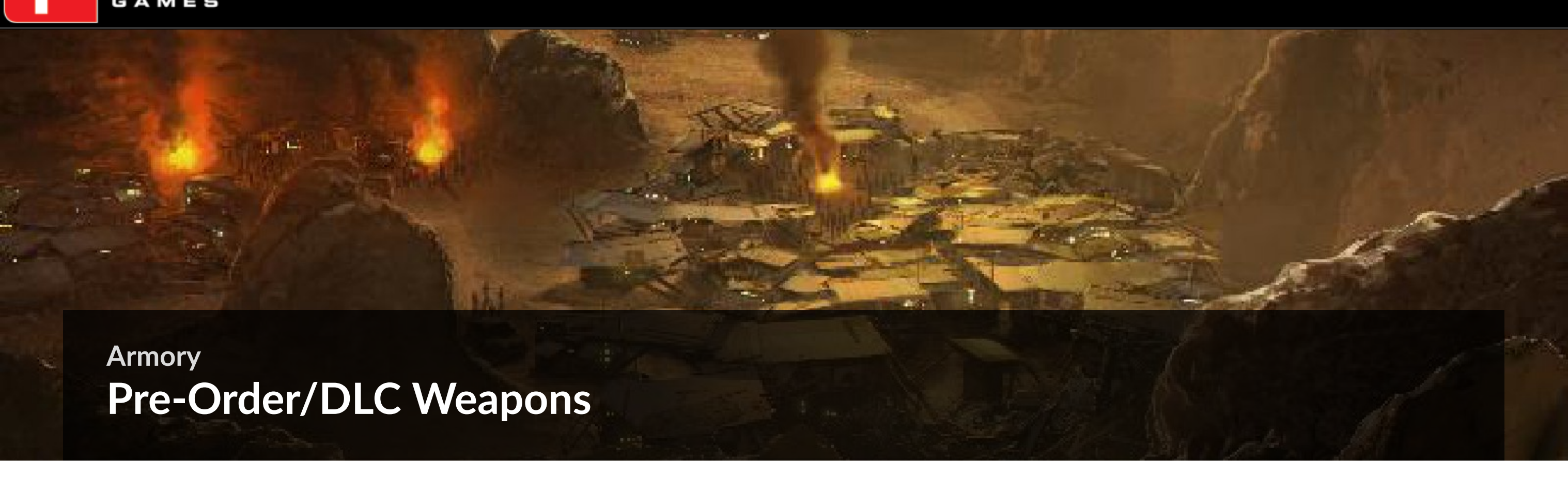
Mr. Toots is a well-hidden unicorn gun first available at the end of the Marauder Defenses level in the single player campaign.

When wielded by Darius, Mr. Toots lifts his tail and fires a rainbow-colored beam from his backside.

Mr. Toots shares the same stats and basic functionality as the Plasma Beam. Simply hold down the trigger to fire a piercing rainbow beam capable of slicing through metal and enemies alike.

If you missed this weapon in the Marauder Defenses level, Mr. Toots is automatically unlocked upon completion of the single player campaign.

STATS	
Range	□🟨🟨□□
Damage Per Shot	□🟨🟨□□
Damage Over Time	□🟨🟨🟧□
Accuracy	□🟨□□□
Ammo Capacity	□□□□□



Armory

Pre-Order/DLC Weapons

The following weapons were initially available through pre-order incentives from select retailers.

Use the code provided by the retailer to unlock these weapons. If you didn't pre-order the game, you can still purchase these weapons as DLC.

There are two separate DLC packs: the Commando Pack and the Recon Pack. The Commando Pack contains the Laser Pistols and Plasma Thrower, while the Recon Pack includes the Arc Welder and the XNG-5000.

On Xbox 360 and PS3, the Enforcer is only available to those who have reached Rank 20 in Red Faction: Battlegrounds.

On the PC, the Enforcer is unlocked with New Game Plus, available after completing the single-player campaign.

Arc Welder

Origin: Red Faction Militia

Description: Emits arcs of electricity that chain to multiple targets, causing continuous damage.

Uses: Quiet Kills, Stun, Short-Medium Range Attack

History: Refitted version of the original EDF-created Arc Welder, now produced by Red Faction militia

STATS	
Range	☐☐☐☐☐
Damage Per Shot	☐☐☐☐☐
Damage Over Time	☐🟨☐☐☐
Accuracy	☐🟨🟨☐☐
Ammo Capacity	☐☐☐☐☐

This updated version of the original Arc Welder became a standard weapon for the Red Faction militia of the late 22nd century.

When properly utilized, the Arc Welder could be set to "stun" or "kill" settings. Many militiamen treasured the weapon for this capacity as more than a handful of simple sweeps turned ugly during the rise of the Cultists.

Field Notes

A crude but effective weapon, the Arc Welder is ideal for dealing with large groups of tightly clustered enemies such as creepers or ravagers. The weapon shoots an arc of electricity that jumps from the initial target to any nearby enemies. While targeted with this weapon, all enemies are temporarily stunned as their health rapidly depletes.

If you find yourself surrounded by creepers, cut loose with the Arc Welder to completely wipe out large groups. The weapon is also very effective against wraiths. As long as a wraith is stunned by the electricity, it can't cloak or retreat. However, the weapon cannot be operated indefinitely. Holding down the trigger too long causes the weapon to overheat, making it inoperable during a brief cool-down phase. Like all weapons, it also requires ammo to charge it.

Plasma Thrower

Origin: Red Faction Militia

Description: Plasma-Based, Experimental, Exponentially Powerful

Uses: Demolitions, Heavy Assault

History: New weapon designed during the midst of Armageddon

STATS	
Range	☐☐☐☐☐
Damage Per Shot	☐🟨🟨☐☐
Damage Over Time	☐🟨🟨☐☐
Accuracy	☐🟨☐☐☐
Ammo Capacity	☐🟨🟨☐☐

The Red Faction militia designed this weapon during the descent into the depths of Mars after Armageddon. Though still in experimental stages, Darius Mason utilized its plasma arcs to help level a number of alien nests in 2225.

Field Notes

The Plasma Thrower is essentially a flamethrower, ideal for incinerating targets. However, the weapon has very limited range, requiring you to get close to your intended target to inflict damage. For this reason, avoid using it against enemies with strong melee strikes, like berserkers or behemoths. Instead, focus on igniting swarms of creepers gathered around your ankles. The Plasma Thrower is also a great way to destroy pods—one short burst is enough to set a pod ablaze, causing it to burst.

XNG-5000

Origin: Marauder

Description: A sticky grenade that releases nanites upon impact, causing damage and destruction.

Uses: Anti-Personnel, Destruction

History: Marauder-designed heavy weapon ideal for demolition

STATS	
Range	☐☐☐☐☐
Damage Per Shot	☐🟨🟨🟧☐
Damage Over Time	☐🟨☐☐☐
Accuracy	☐☐☐☐☐
Ammo Capacity	☐☐☐☐☐

The XNG-5000 fires a nanite charge that sticks to anything it hits, causing severe damage over time and dissolving any structures it attaches to.

Field Notes

The XNG-5000 operates like a mix between the Nano Rifle and a grenade launcher. Upon contact with any surface, the weapon's unique ammo emits a lingering cloud of purple nanites that vaporizes anything it touches—including the shooter. Keep your distance from these nanite clouds and direct them toward large groups of enemies. They are also very effective against slow-moving or stationary aliens like monoliths, tentacles, berserkers, and behemoths. You can also use the nanites as a defensive barrier to protect yourself against advancing creepers or ravagers. Like the Charge Launcher and Pulse Grenade, use the white trajectory line on the HUD to determine the proper angle before firing. Avoid using this weapon in close quarters or around structures you need to protect or access, as the nanites will quickly tear anything to pieces.

Laser Pistols

Origin: Red Faction

Description: Dual-wielded precision laser pistols. Causes continuous damage.

Uses: Anti-Personnel

History: A sidearm deployed by select Red Faction personnel

STATS	
Range	☐🟨🟨☐☐
Damage Per Shot	☐☐☐☐☐
Damage Over Time	☐🟨🟨☐☐
Accuracy	☐🟨🟨☐☐
Ammo Capacity	☐🟨🟨☐☐

These weapons are very accurate pistols that fire a sustained laser beam. The pistols are prone to overheating but deliver heavy damage over time.

Field Notes

The Laser Pistols function similar to the Plasma Beam, but with significantly less damage output to structures. Press and hold down the trigger to fire a solid laser beam from each pistol. The pistols are extremely accurate, ideal for hitting targets at any range. For best results, keep the lasers focused on a target to inflict continual damage, but an enemy can easily escape by moving out of the laser's path. This requires you to manually track the target while firing to inflict damage. This can be difficult in large chaotic fights, so only use this weapon in small-scale skirmishes where you have the time to focus on one target at time. The damage dealt by the Laser Pistols is enough to quickly dispatch creepers and ravagers, but prolonged firing of the Laser Pistols is required to cause significant damage to larger creatures.

Enforcer

Origin: MiyoCo (EDF issue)

Description: A rapid-fire "smart" weapon. A microchip on each bullet allows it to home in on its target.

Uses: Mid-Range Combat, Security, Corridor/Urban Combat

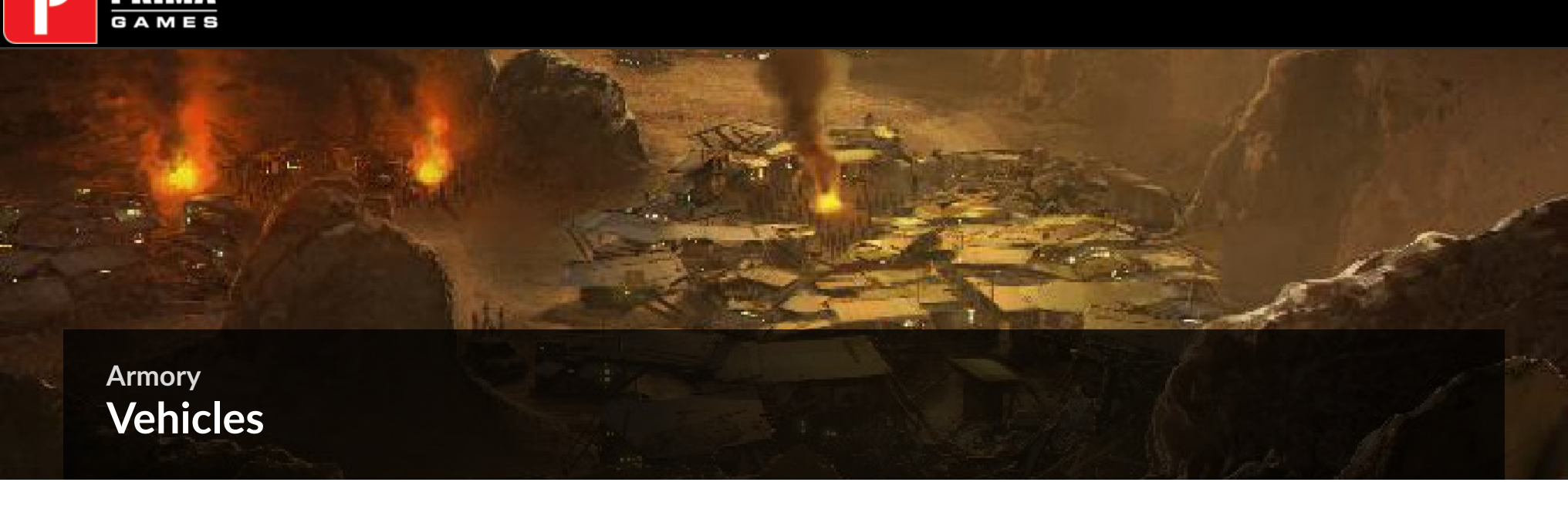
History: Designed on Earth

STATS	
Range	☐🟨☐☐☐
Damage Per Shot	☐☐☐☐☐
Damage Over Time	☐🟨☐☐☐
Accuracy	☐🟨🟨🟧☐
Ammo Capacity	☐🟨☐☐☐

Based upon the EDF's Assault Rifle, the Enforcer was designed as an upgrade by MiyoCo on Earth but never really caught on as a weapon of choice on Mars. It used heat-seeking rounds but lost speed and striking power due to the course changes a bullet would take in flight. The weapon was issued to specialists who required precision around tight corners.

Field Notes

The Enforcer is a decent alternative to the Assault Rifle, particularly at close to intermediate range. Simply aim the weapon in the general direction of an enemy and pull the trigger. Even if your aim is slightly off, the bullet makes minute course corrections in mid-flight in an effort to strike the target. While the precision of the weapon is welcome, the Enforcer lacks the stopping power of other weapons in your arsenal. Still, the rate of fire and unparalleled accuracy more than makes up for this deficiency. Use it against light enemies like creepers and ravagers. In a pinch, it can also be effective against wraiths and berserkers, but bring out heavier weapons when confronting anything larger.



Armory

Vehicles

In addition to a variety of weapons, Darius also has limited access to a select number of vehicles during his quest to halt the Plague. Each vehicle responds to a set of intuitive controls, making them easy to pilot and engage enemies.

Although each vehicle has varying amounts of armor and shielding, none of them are indestructible, so don't let their powerful weapons create a sense of overconfidence.

Regardless of which vehicle you are piloting, approach each engagement with caution and constantly monitor the status of your vehicle's shields, indicated by the blue meter in the bottom right corner of the screen.

Like the weapons, each vehicle has its own strengths and weaknesses. Review the profiles below to get a better understanding of what you can expect from each vehicle.

Mining Exo

Terrain: Light, Urban

Utilities: Heavy Construction, Mining, Bomb Disposal

Manufacturer: Darius Mason

Range: 12 km

Seating: One (Pilot)

Armament: Magnet Gun

STATS	
Speed	☐☐☐☐☐
Firepower	☐☐☐☐☐
Armor	☐🟨☐☐☐

Heavily armored but incredibly slow, the Mining Exo is designed for dangerous condition exploration and mining.

Field Notes

The Mining Exo was designed for excavating and mining jobs deep beneath the Martian surface. Its armor is more suited to withstand falling debris and minor cave-ins than sustained hostile fire. Darius has fitted this Exo with his own creation: the Magnet Gun. The Magnet Gun is an incredibly useful tool during excavation jobs, allowing Darius to move massive amounts of debris with minimal effort. Furthermore, the Magnet Gun can be used to launch objects at high velocity, effectively using any piece of debris as a makeshift wrecking ball. Your time with the Mining Exo is extremely limited, so you will face no significant threats or challenges with it.

LEO Exo Suit

Terrain: All

Utilities: Assault, Recon

Manufacturer: Red Faction

Range: 20 km

Seating: One (Pilot)

Armament: .50 caliber machine gun, heat-seeking rockets

STATS	
Speed	☐🟨☐☐☐
Firepower	☐🟨☐☐☐
Armor	☐🟨☐☐☐

The LEO was built by the Red Faction to give individual soldiers the capability to engage multiple enemies at once. The combination of heat-seeking rockets, a .50 caliber machine gun, and enhanced strength give the driver a considerable advantage during firefights.

Field Notes

The LEO Exo suit is built for battle, so put it to use at every opportunity. The suit's shielding and armor is capable of withstanding some brutal punishment, but it's not invincible. Keep a close eye on the blue shield meter in the bottom right corner of the screen. As the shields begin to drop, either seek cover or eliminate all hostiles, giving the shields enough time to replenish. For the LEO, its offense is its best defensive feature. The rapid firing .50 caliber machine gun is capable of ripping most enemies apart with a few quick bursts. For more durable targets, fire the heat-seeking rockets. Three rockets are fired at a time, each capable of tracking a different target. This can be useful when confronting large groups of ravagers or creepers. The rockets are also great for dishing out heavy damage to tougher enemies like monoliths and berserkers. The LEO can also perform a shoulder bash attack, ideal for plowing through tight clusters of enemies or structures.

LEO Achievements and Trophies

Icon	Name	Description	Gamescore	Trophy
	Crusader	Kill 175 enemies while in the LEO exoskeleton.	15	Bronze
	Oooooh Yeah!	Kill 5 enemies with one LEO shoulder bash.	10	Bronze

SHIVA

Terrain: All

Utilities: Artillery, Recon

Manufacturer: Marauder

Range: 200 km

Seating: One (Pilot)

Armament: Dual shoulder-mounted cannons

STATS	
Speed	☐🟨🟨☐☐
Firepower	☐🟨☐☐☐
Armor	☐☐☐☐☐

Alternately known as the Marauder SHIVA (Solo Hostile Infantry Vehicle and Artillery). The Marauders, impressed by the Red Faction-created LEO, came up with this unique combination of artillery suit and recon device.

The SHIVA's gyros and servers add to the pilot's strength, agility, and armor without detracting from long-range maneuverability.

Its expense and difficulty of use have made its use necessary only under the strictest of circumstances.

Field Notes

You can't pilot the SHIVA, but you do need to be familiar with it. Several SHIVA units have fallen into the hands of Adam Hale's Cultists, posing a serious threat to Darius.

The SHIVA lacks shielding and is most vulnerable to explosive weaponry such as the Plasma Cannon or Rocket Launcher.

Alternatively, target explosive objects next to the SHIVA to inflict heavy damage.

But be ready to dodge the incoming blasts fired from its shoulder-mounted cannons—as soon as you see the purple, glowing projectile headed your way, immediately leap out of the way.

The Scout Walker is incapable of dodging such attacks, so it's best to take out SHIVA units as fast as possible.

Marauder Scout Walker

Terrain: All

Utilities: Combat

Manufacturer: Marauder

Range: 120 km

Seating: 2 (Pilot and passenger)

Armament: Chain lightning beams, convergence laser

STATS	
Speed	☐🟨☐☐☐
Firepower	☐🟨🟨🟧☐
Armor	☐🟨🟨🟧☐

A smaller version of the heavy Marauder Walker, the Scout Walker is faster and still armed with powerful weapons. Where it does not compare to the Heavy Walker is in its armor and shielding.

Field Notes

The Scout Walker is much more nimble than the Mantis Heavy Walker, but it is still rather cumbersome and slow when compared to the Exo suits.

Still, the added shielding and armor is a welcome trade-off, particularly when facing large concentrations of hostile units.

Pay close attention to the walker's shields, indicated by the blue meter surrounding the health meter in the bottom right corner of the screen.

As the shields become depleted, consider retreating, giving them a few seconds to recharge before resuming combat. The walker's chain lightning beams operate similar to the Arc Welder.

Simply hold down the trigger for a bolt of electricity that arcs across multiple targets—this is ideal for taking out large groups of infantry.

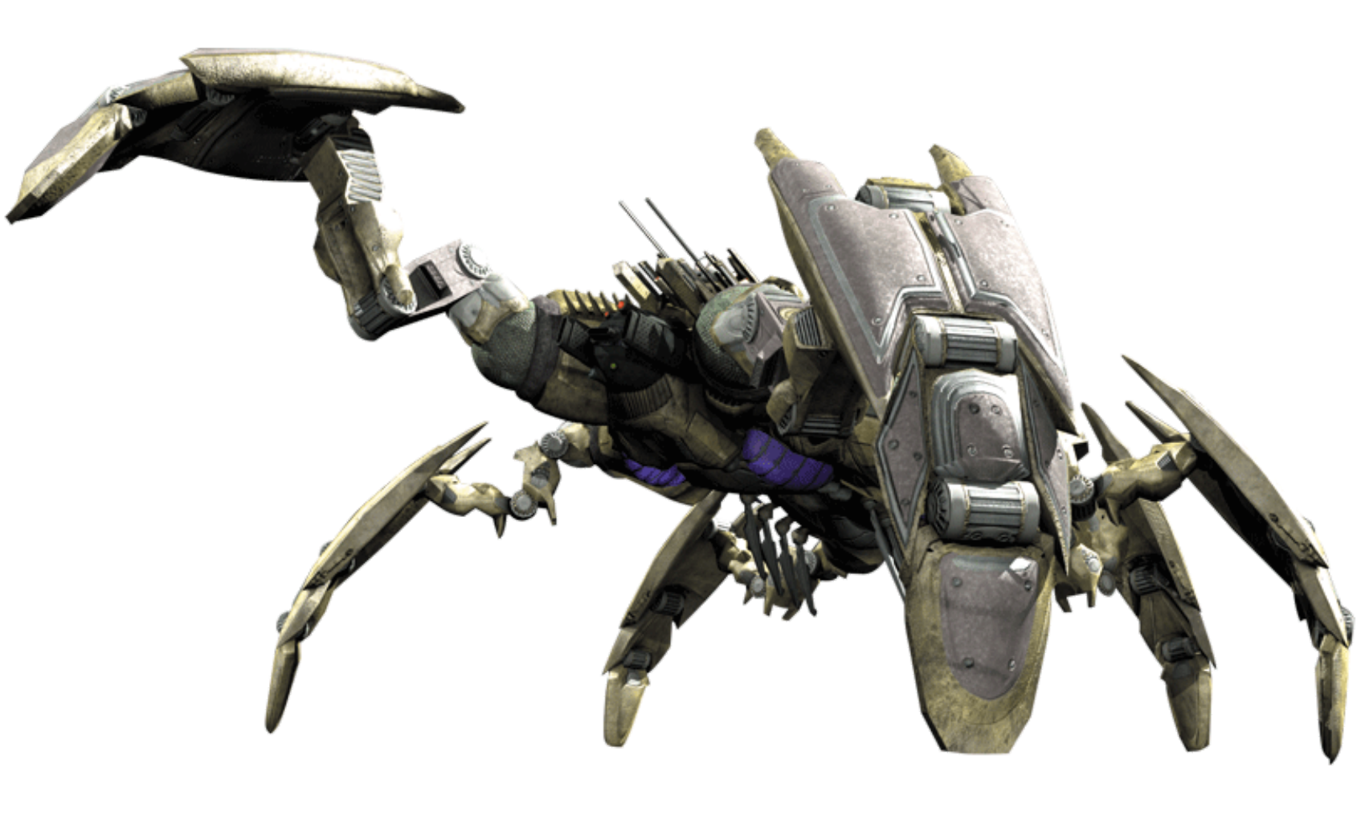
For heavier targets like structures and enemy walkers, use the powerful convergence laser. Keep the reticle focused on your target as the lasers converge, setting off a massive explosion.

Like the Mantis and Inferno GX, the Scout Walker is equipped with a visualization mode optics package, highlighting the heat signatures of targets. This makes it much easier to identify targets on the planet's dusty surface.

Martian Drive-by

To earn this achievement/trophy you must kill 100 enemies with the Scout Walker. As long as you eliminate every enemy you encounter during the two Scout Walker levels, you'll have no problem pulling this off.

Mantis Heavy Walker



Terrain: All

Utilities: Heavy Construction, Mining, Bomb Disposal, Heavy Combat

Manufacturer: Marauder

Range: 50 km

Seating: 2 (Pilot and passenger)

Armament: Homing missiles, napalm laser

STATS	
Speed	☐☐☐☐☐
Firepower	☐🟨🟨🟧🟥
Armor	☐🟨🟨🟧🟥

A rare form of walker designed by the Marauders for heavy assault actions. As its name states, this walker's six legs allow for safety redundancies due to combat destruction, wear and tear, or difficult terrain.

Marauder engineers coupled the walker's missiles and a napalm laser with an underbelly-mounted repulsor field generator. This made the walker nearly impenetrable at the price of velocity.

Field Notes

What the Mantis lacks in speed, it makes up for in firepower and durability. When properly functioning, the walker's shields are virtually impenetrable.

Even the strongest attacks barely make a dent in the shield's blue meter, shown in the bottom right corner of the screen.

However, if the shields are offline, the Mantis is rather vulnerable, causing all subsequent damage to be dealt to the hull.

Hull damage cannot be repaired. The walker's size and slow speed make it an easy target for enemies to hit, so instead of trying to evade incoming fire, use the walker's weapons to annihilate the opposition.

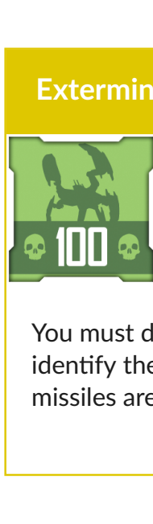
The walker's primary weapons are homing missiles. These rapidly fired missiles have limited tracking ability, homing in on targets and exploding upon contact with any surface.

For greater damage output, use the devastating napalm laser to ignite a large area with a massive plume of fire.

To deal with enemies at close range, use the walker's slam attack to squish enemies loitering beneath the Mantis.

During instances of low visibility, activate the visualization mode to highlight the heat signatures of your targets.

Exterminator



You must destroy at least 100 pods during the Mantis Heavy Walker level to earn this achievement/trophy. To better identify the pods clinging to the cavern walls and ceiling, activate the walker's visualization mode. The walker's homing missiles are more than adequate for targeting and destroying these pods.

Inferno GX

Terrain: Air

Utilities: Aerial Combat, Transportation

Manufacturer: Marauder

Range: 240 km

Seating: Three (Pilot and two passengers)

Armament: Rapid-fire cannon, Blossom missiles

STATS	
Speed	☐🟨🟨🟧☐
Firepower	☐🟨🟨☐☐
Armor	☐🟨☐☐☐

Originally developed for travel above the surface, the Inferno GX has been heavily modified by the Marauders for underground flight.

Force shielding protects it from lava flows and the occasional wall collision while the Blossom missiles let it remove any obstacles.

Field Notes

The Inferno GX flyer is a fast and agile craft with a surprisingly robust mix of offensive options. The rapid-fire cannon is the flyer's primary weapon, best deployed against light threats such as ravagers.

If you need to inflict heavier damage, fire the Blossom missiles. Shortly before one of these missiles reaches its target, it splits into five separate warheads, with the individual contrails resembling a blossom.

The warheads then impact over a large area, ideal for bringing down large structures. While the Inferno GX is well armed, it suffers from relatively weak shielding and armor.

Sustained fire from ravagers and other hostile units can greatly weaken the shields, so keep an eye on the shield meter and be prepared to retreat to a safe location while the shields regenerate.

In addition to enemy fire, watch for falling debris while piloting the flyer through the Marauder caves—blast any objects hanging from the ceiling, let them fall, and then fly forward.

Like the walkers, the Inferno GX is equipped with a visualization mode, making it much easier to spot pesky ravagers clinging to cavern walls and ceilings.

Hit'N'Run

During the Inferno GX sequence, fly low and run down at least one ravager with the flyer. Ravagers are easiest to hit when standing on flat platforms or bridges. Don't try to smack them while they're hanging onto a cavern wall. The enemy must be killed by the impact of the collision to unlock this achievement/trophy, so make sure you're moving at considerable speed.

Armory

Upgrades

FIND THE NEXT PUMPING STATION
35 107

Use the salvage you've been gathering to purchase upgrades at upgrade stations.

Weapon Classification

Some upgrades enhance different weapons in varying ways. The weapons are broken up into three categories: Small Arms, Heavy Weapons, and Explosive Weapons. Study the lists below to identify which weapons belong to each category. In some instances, a weapon may appear in two lists.

Small Arms

LEO Machine Gun
Nano Rifle
Arc Welder
Plasma Beam
Assault Rifle
Enforcer
Shotgun
Plasma Thrower
Rail Driver
Pistols
Banshees
Laser Pistols

Heavy Weapons

LEO Rocket Launcher
Singularity Cannon
XNG-5000
Pulse Grenade
Charge Launcher
Plasma Cannon
Rocket Launcher

Explosive Weapons

Singularity Cannon
Charge Launcher
XNG-5000 Pulse Grenade

The game's upgrade system allows you to customize your character with a variety of enhancements and abilities. Salvage is the currency that allows you to purchase these upgrades, so go out of your way to find all the salvage you can.

In the single-player campaign, upgrades can be purchased from the blue upgrade stations. Upgrades can also be purchased during Infestation by accessing the Upgrades menu. Any upgrades purchased in the single-player campaign are applied when playing Infestation, and vice versa.

There are four different upgrade tiers, each containing a wide mix of upgrades. Initially, you can only access the first tier, but as you progress through the single-player campaign, the other tiers are unlocked.

Upgrades in an unlocked tier can be purchased as long as you have enough salvage and meet any prerequisites—this may require you to earn another upgrade before making the purchase. In this section, we take a close look at every upgrade, helping you determine which ones are must-haves.

Tier 1 Upgrades

Enemy Health Indicators

Cost: 1,000 Salvage

Prerequisite: None

Description: S.A.M. provides a visual indicator of enemy vital signs.

Purchase this upgrade to view an enemy's health. This appears in a small meter directly above the aiming reticle on the HUD whenever you aim at an enemy. Knowing how much health an enemy has left makes it easier to plan your attack and conserve ammo. After all, there's no need to hit an enemy with a Plasma Cannon when a few shots from the Assault Rifle will do.

Evasive

Cost: 1,000 Salvage

Prerequisite: None

Description: Reduces enemy accuracy while you are dodging. Additionally, reduces damage taken while dodging.

- NPCs have 50% less accuracy against the player during a dodge.

- NPCs deal 30% less damage against the player during a dodge.

If you come under heavy fire, always make an effort to dodge out of the way. Hitting a moving target is hard enough, but this upgrade deceases the accuracy of your foes. And even if they hit you while you're dodging, the damage dealt is reduced. This is a great upgrade to own if playing the game on Hard or Insane difficulty, otherwise, you can live without it.

Fast Hands

Cost: 1,000 Salvage

Prerequisite: None

Description: Reduces reload times as well as reducing the time it takes to switch between carried weapons.

- Weapon reload speed is increased by 25%.

- Weapon equip speed is increased by 33%.

It may not sound like much, but this upgrade pays off once you access heavier weapons with long reload times. This makes a big difference when reloading weapons like the Shotgun or Plasma Cannon. In addition to decreasing reload times, this upgrade also makes it faster to swap between weapons in your inventory.

Health Increase I

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases your total health.

- Maximum health is increased by 100 (base character health is 1000).

This is the first of three Health Increase upgrades. You must own this one to purchase the subsequent upgrades in tiers 3 and 4. This upgrade slightly increases the length of your health bar, effectively increasing the amount of damage you can take before you die. If you find yourself dying frequently, strongly consider purchasing this upgrade.

Recoil Reduction

Cost: 1,000 Salvage

Prerequisite: None

Description: Reduces the negative effects on accuracy that occur from repeated weapon fire.

- Weapon recoil (camera kick) is reduced by 25%.

- Weapon spread increase (reticule bloom) is reduced by 25%.

- Weapon spread recovery is increased by 25%.

This is a relatively steep price to pay for a slight reduction in recoil. This upgrade makes the most noticeable difference when firing the Assault Rifle, however, you can minimize the effects of recoil yourself by simply firing in short, controlled bursts. Unless accuracy is a problem, your salvage is better spent on other upgrades.

Shockwave

Cost: 1,000 Salvage

Prerequisite: None

Description: The Nano Forge releases a burst of energy that stuns nearby enemies and holds them immobile.

Purchase this upgrade early and take advantage of its ability to suspend and stun multiple enemies. Shockwave can be a life saver when swarmed by large groups of creepers or ravagers. Stunned enemies are surrounded by a blue glow as they slowly drift to the ground. Make an effort to kill all the stunned enemies before they reach the ground and recover. Later Shockwave can be upgraded to increase its effectiveness.

Shockwave Achievements and Trophies

Name	Description	Gamerscore	Trophy
Zero G War	Kill 50 Shockwaved enemies before they hit the ground	20	Bronze
Hold Still	Kill 6 enemies in one use of Shockwave	10	Bronze

Tier 2 Upgrades

Autopsy

Cost: 1,000 Salvage

Prerequisite: None

Description: Salvage is created from dead enemies.

Enemy	Salvage
Cultist	1
Cultist Officer	1
Creeper	1
Alpha Creeper	2
Ravager	2
Pod	3
Wraith	3
Monolith (Small)	5
Beserker	5
Tentacle	5
SHIVA	5
Monolith (Medium)	8
Behemoth	10
Monolith (Large)	10

On the surface, this may seem like a rather boring upgrade. But it's actually one of the most powerful upgrades available, allowing you to automatically accrue salvage for each kill you perform. You don't even have to gather the salvage—it's automatically added to your stash. The amount gained from each kill varies based on the enemy, usually ranging from two to four extra salvage per kill. This adds up quickly over time, allowing you to purchase more upgrades. It also greatly helps in earning the Nanergy! achievement/trophy, which requires you to acquire 25,000 salvage. For best results, buy Autopsy as early as possible—it'll easily pay for itself and more.

Berserk

Cost: 1,000 Salvage

Prerequisite: None

Description: The Nano Forge infuses you with energy, temporarily increasing your attack speed and damage.

Berserk is one of two Nano Forge upgrades available in tier 2—the other is Shell. When Berserk is activated, you're shrouded with a blue surge of energy, temporarily boosting your attack speed and damage output. Berserk can come in handy in a variety of situations, such as when facing durable enemies like monoliths, berserkers, or behemoths. Berserk doesn't really begin to shine until you apply the tier 3 and 4 upgrades, but you must own this base upgrade before you can acquire those.

Lock and Load

Keep Beserk active for at least 21 seconds to unlock this achievement/trophy. While Beserk is active, its duration icreases with each kill, so active Beserk in an area populated by multiple ravagers and creepers and keep killing until you've unlocked Lock and Load.

Dead Eye

Cost: 1,000 Salvage

Prerequisite: None

Description: Makes you more accurate, as well as reduces camera shaking while you are zoomed in.

- When Snapping to Target, camera shake is reduced by 25%.

- When Snapping to Target, weapon spread is reduced by 25%

This upgrade reduces any shot deviation when firing, helping your shots find their targets with greater precision. The camera also drifts less when holding down the aim button, making it easier to score hits. With most weapons, the benefits of this upgrade aren't very noticeable. It can make a difference when using a precision weapon like the Rail Driver—you'll find it's slightly easier to score lethal headshots.

Deep Pockets

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases the maximum amount of ammo carried for each weapon.

- Maximum ammo increased by 25%.

If you search each level carefully, ammo pick-ups are readily available. But if you're still running short on ammo, consider purchasing this upgrade to increase the amount of ammo you can carry for each weapon. Initially, some of the heavier weapons, like the Plasma Cannon, only allow you to carry around a handful of shots. If you use these weapons frequently, this upgrade can be a very worthwhile purchase—especially if you don't like searching tirelessly for ammo pick-ups.

Impact Boost

Cost: 1,000 Salvage

Prerequisite: Impact

Description: Increases the power of Impact, giving it a faster recharge rate, increased damage, and a longer range.

- Nano Forge recharges 20% faster after using Impact.

- Impact goes 40% farther.

Impact is the default ability of the Nano Forge and never has to be purchased. However, you can increase its effectiveness with the Impact Boost upgrade. Instead of just knocking holes in walls, this upgrade makes Impact a formidable offensive option, particularly when confronting large swarms of creepers.

Impact Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
	It's All in the Wrist	Send an enemy at least 30 meters with Impact	15	Bronze
	Haymaker	Kill 5 enemies in one shot with Impact	10	Bronze

Improved Explosives

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases the damage done by explosive weaponry.

- Heavy weapons damage increased by 15%.

Enjoy using weapons like the Charge Launcher, Pulse Grenade, and Rocket Launcher? Then strongly consider purchasing this upgrade to increase the damage output of all heavy weapons. While the damage increase isn't particularly noticeable, over time you will notice a decrease in ammo use and reloads with these weapons as it takes fewer shots to kill each enemy.

Improved Small Arms I

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases damage inflicted with non-explosive weaponry.

- Small arms damage increased by 20%.

This is the first of two upgrades that increases the damage output of your non-explosive weaponry. Before buying it, take into consideration your style of play. If you find yourself using explosive weapons frequently, this upgrade may not be worth it. But for those using weapons like the Pistols, Assault Rifle, Shotgun, Banshees, and Nano Rifle, this upgrade is worth your consideration, particularly when combined with the Stopping Power upgrade.

Last Gasp

Cost: 1,000 Salvage

Prerequisite: None

Description: When you are at very low health, you take reduced damage.

- At 30% health or lower, the player takes 40% less damage.

This is a passive upgrade applied only when your health is at critical stages—when the screen turns red. Subsequent damage dealt during this period is reduced, increasing your chances of survival. Unless playing the game on Hard or Insane difficulty, this isn't an essential upgrade. You're better off dodging attacks while retreating or deploying a Shell to recover. However, this upgrade can be a life saver during chaotic Infestation matches.

Melee Training

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases the damage and effectiveness of your melee attacks.

- Maul damage increased by 100%.

- Maul applies twice as much force.

- Other melee damage increased by 60% to humans, 100% to everything else.

- Other melee attacks apply twice as much force.

Once you've acquired your most sought-after tier 2 upgrades, give this one some serious consideration. At close range, melee attacks are the quickest way to eliminate most threats—it's faster than aiming and firing a weapon at a fast-moving enemy like a creeper, ravager, or wraith. This upgrade ensures that you kill most enemies with only one or two strikes.

Repair Grenade

Cost: N/A

Prerequisite: None

Description: Repairs objects over great distances.

The Repair Grenade ability cannot be purchased from upgrade stations. Instead, it's automatically added to your abilities during the course of the single-player campaign, free of charge. The Repair Grenade ability functions similar to the Nano Forge's Repair ability, but it allows you to repair objects at greater distances by firing a pulse of nanites. Even at close range, this is a faster alternative to the standard Repair ability, allowing you to turn your attention to other matters while the nanites work their magic.

Shell

Cost: 1,000 Salvage

Prerequisite: None

Description: The Nano Forge creates a sphere of protective energy that stops incoming weapon fire. Enemies within the Shell are attacked by nanites.

As soon as the tier 2 upgrades are available, Shell should be one of your very first purchases. When activated, you're surrounded by a dome-shaped force field capable of blocking all enemy projectile attacks. This is great when facing off against large groups of ravagers or wraiths, but it can also save your life if deployed when you're low on health. Although the Shell only lasts for a few seconds, it provides protection long enough for your health to fully recover. Two more Shell upgrades can be purchased at tiers 3 and 4, but you must own this one first.

Shockwave Boost

Cost: 1,000 Salvage

Prerequisite: Shockwave

Description: Increases the radius and power of Shockwave, as well as reducing the cool down between uses.

- Shockwave range is increased by 25%.

- Shockwave can affect three additional aliens.

- Shockwave lasts 20% longer.

- Shockwave launches aliens in the air more forcefully and makes them float higher.

- Nano Forge recharges 40% faster after using Shockwave.

- Shockwave does 50% more damage.

If you like using Shockwave, then this is an upgrade worth forking over some salvage to obtain. By increasing the radius of Shockwave, you can effectively suspend and stun more enemies with this upgrade. This makes it much easier to earn the Shockwave-based achievements/trophies. Even better, Shockwave Boost also decreases the cool down period, allowing you to use Shockwave and other Nano Forge-based abilities with greater frequency.

Stopping Power

Cost: 1,000 Salvage

Prerequisite: None

Description: Your weapons have more stopping power, and hit with greater force.

- Bullets apply twice as much force.

- Aliens are more likely to heavy flinch faster.

Who doesn't want more power out of their weapons? Just don't expect amazing results from this upgrade. It certainly increases the damage output of each weapon, but the end results aren't particularly noticeable. However, over time this upgrade has its benefits, requiring fewer shots to bring down enemies. This means less ammo expended and fewer reloads required.

Tier 3 Upgrades

Berserk Boost

Cost: 1,000 Salvage

Prerequisite: Berserk

Description: Increases weapon accuracy, fire rate, and reload speed. Additionally, reduces cool down between uses.

- Nano Forge recharges 33% faster after using Berserk.

- Weapon spread is reduced by 50%.

- Aim assist is 3x more effective.

- Weapon refire rate is increased by 10%.

This Berserk upgrade greatly enhances weapon performance. The rate of fire increase is the most noticeable benefit, especially when shooting a rapid-firing weapon like the Assault Rifle. It also rapidly unleashes a flurry of destruction with heavier weapons like the Rocket Launcher or Plasma Cannon. Regardless of your weapon choice, Berserk is best reserved when you need an offensive boost. But remember, while Berserk is active, you cannot use any other Nano Forge abilities like Impact, Shell, or Shockwave.

Extended Clips

Cost: 1,000 Salvage

Prerequisite: None

Description: The clip size for all weapons is increased.

- Clip sizes increased by 25%.

- Weapon overheat reduced by 25%.

Consider making this one of your early tier 3 purchases to increase the magazine capacity of every weapon in your arsenal. It may not seem like much, but larger clip sizes reduce the amount of times you must reload. This can make a huge difference in chaotic fire fights, particularly when firing weapons with small magazine capacities, like the Shotgun or Nano Rifle.

Faster Replenishment

Cost: 1,000 Salvage

Prerequisite: None

Description: Your Nano Forge energy replaces itself faster.

- Nano Forge fuel regeneration increased by 25%.

After each use of Impact, Shockwave, Shell, or Berserk, the Nano Forge must recharge for a few seconds, as indicated by the meter to the left of the reticle on the HUD. This upgrade significantly reduces the time it takes for the Nano Forge to recharge itself, allowing you to use these abilities with greater frequency.

Of course, the effectiveness of this upgrade all depends on how often you're using these abilities, so take your style of play into consideration before settling on this one.

Health Increase II

Cost: 1,000 Salvage

Prerequisite: Health Increase I

Description: Further increases your total health.

- Maximum health is increased by 200 (base character health is 1000, stacks with Health Increase I).

Like Health Increase I, this upgrade extends your health meter, allowing you to absorb more damage before you die. You can never go wrong with these Health Increase upgrades, particularly if playing the game at more challenging difficulty levels. A boost in health also never hurts when fending off waves of aliens in Infestation.

Hollow-Tipped Rounds

Cost: 1,000 Salvage

Prerequisite: None

Description: Greatly increases the effectiveness of headshots.

- Headshot damage increased by 100%.

- Killing headshots always cause the head to explode.

The effectiveness of this upgrade varies based on weapon preference and your style of play. If you're a sharpshooter who prefers to drop targets quickly with headshots, then this upgrade is for you. But if you care less about pinpoint accuracy and get your kills through other methods, then this is a waste of your hard-earned salvage.

Killing Spree

Cost: 1,000 Salvage

Prerequisite: None

Description: After killing an enemy, your damage is boosted for a short while.

- After every kill, the player's damage is increased by 25% for three seconds.

There are no visual cues to identify when the damage-boosting benefits of this upgrade are in effect, but the damage bonus is welcome nonetheless as you chain together a string of kills. This upgrade isn't tied to any specific weapon, allowing every item in the armory to benefit from this upgrade.

Rapid Blast

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases the rate of fire for all explosive weaponry.

- Explosive weapon fire rate increased by 20%.

If you enjoy using explosive-based weapons like the Charge Launcher, Pulse Grenade, and Rocket Launcher, this may be a worthwhile upgrade. Increasing the rate of fire of these devastating weapons can make a huge difference in tough fights, particularly when attempting to down hardy enemies like monoliths, tentacles, and behemoths.

The Rocket Launcher in particular benefits from this upgrade, allowing you to lock on and fire at multiple targets in quick succession. Unfortunately, the upgrade does nothing to speed up weapon reload times—you'll need the Fast Hands upgrade for that.

Resourcefulness

Cost: 1,000 Salvage

Prerequisite: None

Description: Increases the amount of ammo received when picking up ammo packs.

- Ammo gained from pick-ups increased by 25%.

Given the wide dispersal of ammo throughout each level, this isn't the most critical of upgrades. However, if find yourself running out of ammo frequently, this can be a worthwhile purchase. Combine this upgrade with Deep Pockets to put an end to your ammo shortage problems.

Shell Boost

Cost: 1,000 Salvage

Prerequisite: Shell

Description: Increases the size and duration of Shell, as well as the damage dealt to enemies within the Shell.

- Nano Forge recharges 33% faster after using Shell.

- Shell lasts 50% longer.

- Shell radius increased by 1.5 meters.

During Infestation matches, increasing the size of the Shell pays off considerably, allowing your teammates to gather within the protective force field. But most welcome is a modest increase in the duration the Shell is active, giving you a few more seconds of protection. If any enemies are trapped in the Shell, the upgrade also increases the rate at which they take damage. If you enjoy using Shell, this is one upgrade you can't pass up.

Wide Impact

Cost: 1,000 Salvage

Prerequisite: Impact Boost

Description: Greatly widens the destructive area of Impact.

- Impact is twice as wide.

By default, Impact has a rather narrow arc, allowing enemies on your flanks to avoid its violent blast. This upgrade fixes that, essentially allowing you to knock back all nearby hostiles within your field of view. When combined with the benefits of Impact Boost, this upgrade makes Impact an extremely useful weapon.

It is best deployed against large groups of creepers and ravagers—if you manage to kill five enemies with one blast you earn the Haymaker achievement/trophy. In addition to targeting enemies, Impact is also a fast way to damage structures. Pieces of debris flying off structures become projectiles capable of injuring or outright killing enemies.

Tier 4 Upgrades

Berserk Pulse

Cost: 1,500 Salvage

Prerequisite: Berserk Boost

Description: Berserk energy is increased so much that pulses of energy are emitted from you. When Berserk is active, you have unlimited ammo in your weapon.

- Berserk generates an explosion at the player's feet every three seconds.

This is the final upgrade for Berserk, stacking new features onto those offered by the previous two upgrades. With this upgrade, as long as Berserk is active, your selected weapon has unlimited ammo. Even better, you don't have to reload.

However, your weapon must have at least one shot remaining when Berserk is activated—you cannot fire a weapon that has no ammo at all. Once you have this upgrade, activate Berserk, and cut loose with the Rocket Launcher or Nano Rifle. This comes in handy when taking on berserkers or behemoths.

Energy Transfer

Cost: 1,500 Salvage

Prerequisite: None

Description: When you kill enemies, the Nano Forge gains its energy back quicker.

- Every kill reduces the Nano Forge fuel regeneration time by 0.75 seconds.

If you like using Berserk, Impact, Shockwave, or Shell, then this upgrade is worth looking into. After the deployment of any of these abilities, the Nano Forge must recharge, usually taking several seconds. With this upgrade, you can decrease the time it takes to recharge by killing enemies. If you use the Nano Forge abilities frequently, this is a very attractive upgrade.

Health Increase III

Cost: 1,500 Salvage

Prerequisite: Health Increase II

Description: Gives you even more total health.

- Maximum health is increased by 200 (base character health is 1000, stacks with Health Increase I and II).

As the final Health Increase upgrade, this maximizes the health bar to its fullest, allowing you to absorb more damage before dying. If you're still suffering from frequent deaths, this upgrade is well worth the asking price. The boost in health can make a big difference when playing Infestation, particularly as you advance through the latter waves.

Improved Small Arms II

Cost: 1,500 Salvage

Prerequisite: Improved Small Arms I

Description: Further increases damage inflicted with non-explosive weaponry.

- Small arms damage increased by 25% (stacks with Improved Small Arms I).

This may seem like a steep price to pay for yet another increase in damage. However, when combined with the benefits from Improved Small Arms I and the Stopping Power upgrade, your non-explosive weapons will exhibit a noticeable uptick in damage output. The decision whether or not to buy this upgrade largely depends on which weapons you prefer. If you find yourself primarily using explosive weapons, this upgrade may not be worth it.

Reflective Shell

Cost: 1,500 Salvage

Prerequisite: Shell Boost

Description: Shell now reflects incoming weapon fire back at the attacker.

This is the Shell ability's final upgrade, and it's definitely worth the price. The upgrade causes the Shell to reflect all projectile attacks, sending them back at the shooter. So not only does it block the incoming shots, but it has the potential to damage your attackers. This works particularly well against ravagers, wraiths, and berserkers.

Back at Ya!

The Reflected Shell upgrade is required to earn this achievement/trophy. Once the upgrade is purchased, deploy a Shell when you come under attack. The award is unlocked when an enemiy kills itself by shooting at the Shell and ggetting hit by it's own projectile attack. This is easiest to earn when attacked by swarms of ravagers.

Shockwave Drain

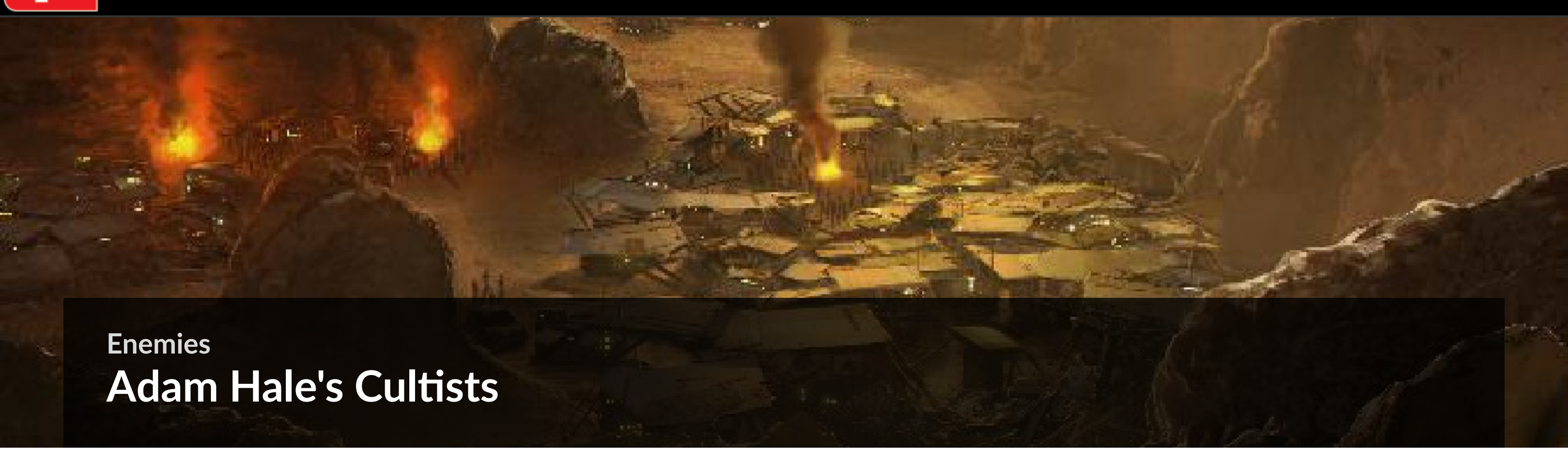
Cost: 1,500 Salvage

Prerequisite: Shockwave Boost

Description: Shockwave now drains health from the immobilized targets, transferring it to you.

This is the final Shockwave upgrade, allowing you to drain health from immobilized enemies. Not only is this a great way to gain health, but it's also a good way to quickly kill all the suspended enemies before they drop to the ground.

If you kill six enemies in one deployment of Shockwave, you unlock the Hold Still achievement/trophy. If you're low on health, don't expect this upgrade to save you, as you can still be hit by enemies who aren't immobilized. You may be better off deploying a Shell, giving you a safe haven in which to recover.



Enemies

Adam Hale's Cultists

The EDF has all but vanished in the decades following Alec Mason's heroic adventures in Red Faction: Guerilla. But now the Red Planet faces a new threat, requiring Alec's grandson Darius to carry on the family tradition by saving their fragile civilization from an apocalyptic outbreak. The enemies of Red Faction: Armageddon present a variety of unique challenges, requiring quick thinking and fast reflexes. In this chapter, we take a close look at each enemy, providing brief backgrounds as well as offering tactics for surviving each encounter.

Adam Hale's father was an EDF captain killed by Alec Mason during the Revolution of 2125. Hale was raised by EDF survivors abandoned on Mars. In 2150, Hale's White Faction launched a new war against the Colonists. Red Faction forces led by Alec Mason and his son Jake defeated Hale. Hale vanished after the Battle of Bakhuysen Trench. Years later, he returned as the messiah to a band of violent Marauder separatists. Hale's Cultists claim he joins the mystical Martian past to a glorious future. Others see a madman who would destroy the planet to rule it.

Cultist

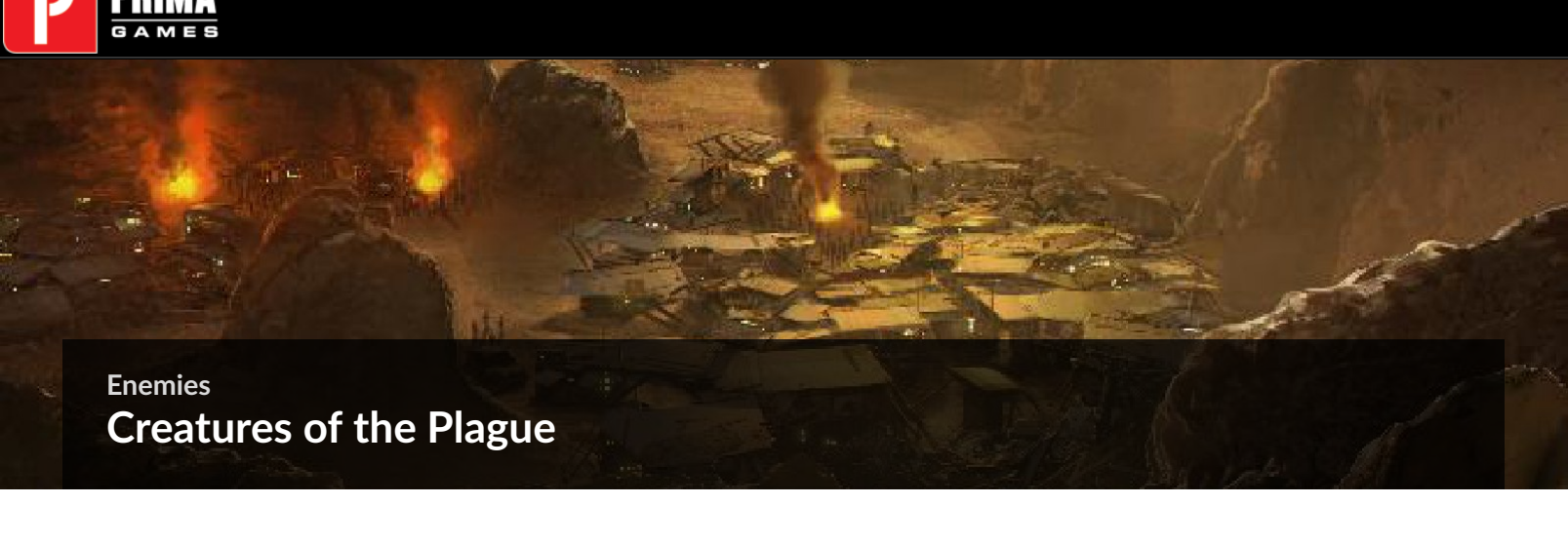
Stats	
Mobility	☐🟨🟨☐☐
Health	☐☐☐☐☐
Range	☐🟨🟨☐☐
Melee Damage	☐☐☐☐☐
Ranged Damage	☐☐☐☐☐

Don't dismiss these fanatical Marauder separatists as insane lunatics. Cultists are very capable fighters, usually armed with assault rifles. Although dedicated to their cause, don't expect them to charge at you in a suicidal rage. Instead, cultists prefer to attack from range, often using cover, and even retreating when facing heavy fire. In any case, always attack cultists aggressively to whittle away at their numbers—they always attack or defend in tightly organized squads. Weapons like the Assault Rifle, Nano Rifle, and Rail Driver are all very effective against them. To score quick kills, always aim for the head. If you encounter cultists in close quarters, melee strikes or weapons like the Maul or Shotgun are even more effective.

CULTIST OFFICER

Mobility	☐🟨🟨☐☐
Health	☐☐☐☐☐
Range	☐🟨🟨☐☐
Melee Damage	☐☐☐☐☐
Ranged Damage	☐🟨☐☐☐

Cultists officers are deployed with some squads, usually at critical defensive locations. Unlike their subordinates, officers never back down from a fight. Even when facing certain death, officers hold their ground, and may even go on the counter-attack. Armed with a mix of rocket launchers and grenade launchers, officers can also dish out some serious damage, so be ready to dive out of the way of their incoming projectiles. Although they carry around significantly more firepower than their men, officers aren't tougher to kill. Even so, consider using heavy weapons to take them down fast. Weapons like the Plasma Cannon and Rocket Launcher are very effective, killing officers with a single hit. It may seem like overkill, but one shot from one of these weapons is a small price to pay to halt an officer's constant bombardment.

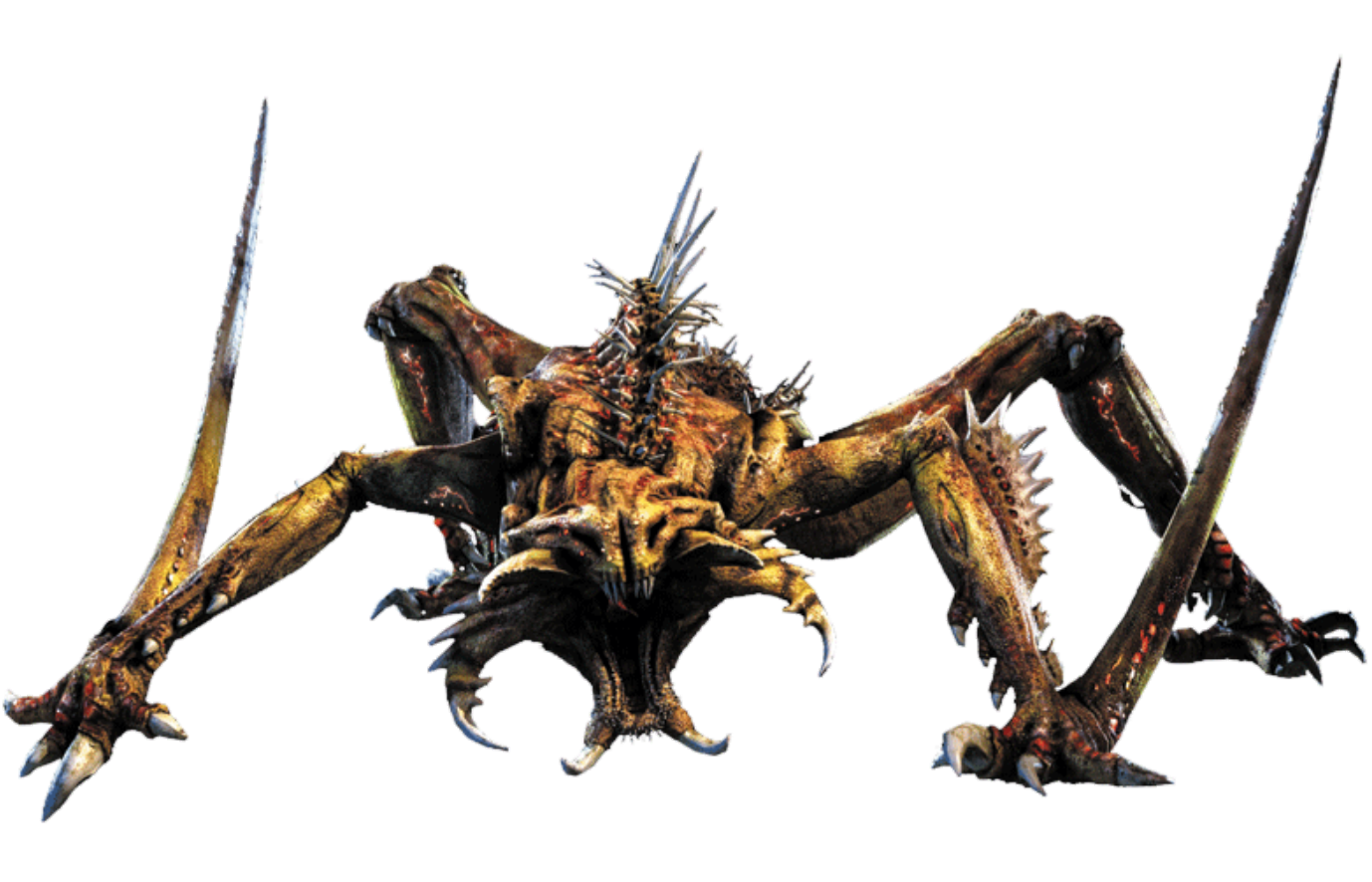


Enemies

Creatures of the Plague

A few years following the destruction of the Terraformer, a long-dormant evil was released from deep within the planet's mantle. Darius Mason unwittingly set these creatures free while on an excavation job in Bradbury Canyon. Tricked by Adam Hale, Darius broke a seal in an old Marauder temple dating back to Ultor scientist Axel Capek's time. But even Hale was incapable of controlling this ancient Plague, leaving it to Darius to bring an end to this devastating outbreak.

Creeper



Stats	
Mobility	☐🟨🟨🟧☐
Health	☐☐☐☐☐
Range	☐☐☐☐☐
Melee Damage	☐☐☐☐☐
Ranged Damage	☐☐☐☐☐

Small in stature, but deadly in groups, creepers were the first enemies encountered after the release of the Plague, quickly overwhelming outlying Red Faction bases. At close range, creepers attack with their razor forelegs. They're also capable of ranged attacks, spitting toxic acid at their prey. Creepers are fast and capable of leaping long distances, making it difficult to predict their movement. Expect creepers to primarily attack at melee range, so answer back with melee strikes of your own—all it takes is one hit to squish one of these bugs. The Shotgun is also an ideal weapon for blasting these creatures. If facing large groups, the Impact or Shockwave Nano Forge abilities are an effective way to gain some breathing space. In addition to the standard, small creeper, watch out for large variants, known as alpha creepers. These large creepers are slightly tougher to kill, but are still vulnerable to light weapons and melee strikes.

ULTOR EXPEDITION LOG—10.221.589

Many called this expedition a fool's errand. But today, after descending more than a kilometer below the Martian surface, we made a monumental discovery.

Preliminary analysis indicates that the creature is unrelated to any of the simple bacteria that still thrive in the planet's frozen soil. It is as alien as it is beautiful—evidently a stranger to Mars, as we ourselves once were.

These passageways travel deeper. We must do the same.

— Dr. Capek

What is Best in Life?

To earn this achievement/trophy you must kill twenty-five creepers with melee strikes. There are more than enough creepers to unlock this one early in the single player

Pod

Stats	
Mobility	☐☐☐☐☐
Health	☐🟨☐☐☐
Range	☐☐☐☐☐
Melee Damage	☐☐☐☐☐
Ranged Damage	☐☐☐☐☐

Pods are slimy, purple cocoon-like objects responsible for hatching both creepers and ravagers. A single pod can hatch a new creature every few seconds, producing a nearly endless supply of enemies. Therefore, when encountering pods, destroy them as quickly as possible—or face a never-ending wave of enemies. Pods appear as orange circle icons on your compass at the top of the screen. Use the compass to locate each pod in the area, and destroy each of them by any means necessary. Pods have no offensive capability, so don't worry about getting in close and smashing them with the butt of your rifle or the Maul. However, a pod may spawn a creature while you're smacking it, so be prepared to defend yourself against a newly hatched creeper or ravager. At range, heavy weapons like the Rocket Launcher or Plasma Cannon are quick ways to destroy large clusters of pods, but lighter weapons like the Assault Rifle or Nano Rifle are more efficient when targeting individual pods.

Ravager

Stats	
Mobility	☐🟨🟨🟧☐
Health	☐☐☐☐☐
Range	☐🟨🟨☐☐
Melee Damage	☐🟨☐☐☐
Ranged Damage	☐🟨☐☐☐

Ravagers make up the bulk of the Plague's fighting forces and use a range of biological weapons. There are three ravager variants, each with a unique attack ability. Red ravagers are the most common, and attack at range by firing razor quills. Blue ravagers channel bio-electric energy into a slow-moving ranged projectile of ball lightning. While the ball lightning causes heavy damage and has a slight area of effect, it moves slowly enough to dodge when seen incoming. The yellow ravagers fire a mass of biological matter that explodes upon contact, causing damage in a wide area and destroying whatever they hit. Ravagers can often be found clinging to ceilings and walls and, like creepers, always attack in large groups. Despite their size and ferocity, ravagers can't withstand a ton of damage. A couple of melee strikes or hits from light weapons are enough to bring these creatures down. Just as with the cultists, always aim for their head. Once available, deploy the Shell Nano Forge ability when confronting large groups of ravagers to repel their projectile attacks.

ULTOR EXPEDITION LOG—10.588.025

The creatures were initially found in stasis, all vital systems dormant. Today, we managed to awaken one.

We were testing its shell for electrical conductivity, and it absorbed every ampere we pumped into it. The specimen's reanimation was quite rapid—one could say it "fed" on the electricity.

It also fed on one of my scientists. A minor setback.

— Dr. Capek

Monolith

Stats	
Mobility	☐☐☐☐☐
Health	☐🟨🟨🟧☐
Range	☐🟨🟨☐☐
Melee Damage	☐☐☐☐☐
Ranged Damage	☐🟨☐☐☐

Monoliths are peculiar claw-shaped alien structures that sprout from the ground, usually in support of an enemy ambush or defensive effort. Pay close attention to the green glowing pulse of energy forming at the center of a monolith—this indicates that the monolith is preparing to fire a plasma pulse in your direction. Quickly dive to get out of the way of these incoming pulses of plasma, as they explode upon contact, inflicting heavy damage. In addition to firing these plasma pulses, monoliths also enhance all creatures within a wide radius, making them tougher to kill. Creatures enhanced by a monolith have a pulsing green barrier around them, serving as type of armor. They can still be killed, but it takes more hits than normal. Monoliths should be at the top of your target priority list in any fight. Take them out quickly with heavy weapons like the Charge Launcher, Pulse Grenade, Plasma Cannon, Rocket Launcher, or Singularity Cannon. When possible, deploy a Shell for protection while hammering away at monoliths. This allows you to focus your fire on the alien structure without having to worry about dodging its energy pulses or attacks by other enemies.

Berserker

Stats	
Mobility	☐🟨☐☐☐
Health	☐🟨🟨☐☐
Range	☐🟨🟨☐☐
Melee Damage	☐🟨🟨🟧☐
Ranged Damage	☐🟨🟨☐☐

Think of the berserkers as the alien force's heavy infantry. These large, slow-moving creatures are covered in thick armor, making them tough to kill. There are two berserker variants, each with a unique attack. Green berserkers fire a bolt that charges over time and then explodes after landing. Yellow berserkers attack with a fireball-like explosive that detonates upon contact with any surface. Both berserker attacks have a large blast radius, causing both damage and destruction. So make sure you're far away from the impact point. It's best to keep berserkers at as great a distance from you as possible. Consider using the Magnet Gun to launch berserkers far away from you. When using the Magnet Gun, berserkers make excellent wrecking balls, ideal for demolishing structures. As a bonus, each high velocity collision slowly eats away at the berserker's health. If you don't have the Magnet Gun, heavy weapons like the Charge Launcher, Rocket Launcher, or Plasma Cannon are a good way to weaken a berserker. Pay close attention to the berserker's health, as visible with the Enemy Health Indicators upgrade. When a berserker's health is low, it will charge directly at you and explode, so if you spot a berserker charging at you, quickly dive out of the way or deploy a Shell.

ULTOR EXPEDITION LOG—11.113.498

The number of creatures hibernating beneath the surface is unknown. But, they may not be fully autonomous; brain dissections reveal a node that appears to be a sort of organic transponder. . .

The rest of the team went to investigate tunnels further down. Only Hawkins returned, badly wounded. He died screaming about. . . something. I must return to the surface, alone. . .

I've ordered the shaft sealed, and its location obscured. This is a plague that could devastate Mars, an Armageddon only a madman would unleash.

— Dr. Capek

Boom goes the dynamite

If you monitor a beserker's health carefully, you can use their suicidal explosive attack to your advantage. As a beserker is about to charge in your direction, use the magnet gun to fling him toward a large group of ravagers or creepers.

The resulting explosion should be enough to kill at least two other enemies, netting you this achievement/trophy. Alternatively, you can simply blast a critically wounded beserker with a heavy weapon while it is near several other enemies to trigger its final explosion.

Wraith

Stats	
Mobility	☐🟨🟨🟧🟥
Health	☐🟨☐☐☐
Range	☐🟨☐☐☐
Melee Damage	☐☐☐☐☐
Ranged Damage	☐🟨🟨☐☐

Wraiths are gray stealthy creatures capable of cloaking, making them impossible to see or hit. Their rapid appearances and disappearances allow them to create the illusion of teleportation. In reality, they simply move while cloaked, making it impossible to determine where they'll pop up next. Fortunately, when wraiths uncloak, they emit a high-pitched screeching sound, giving you an audio cue of their presence. Wraiths fire a powerful convergence laser, so watch out for these red beams zeroing in on your location. Once initiated, the laser attack's aim cannot be adjusted. If you simply dive out of the way while the lasers converge, you can avoid taking heavy damage. But don't let these pesky creatures live long enough to launch follow-up attacks. The Rocket Launcher is most effective against wraiths. As soon as a wraith appears, rapidly fire two rockets to take them out, preferably before they can cloak. Melee strikes are also effective at close range, especially once you purchase the Melee Training upgrade. Don't get locked in a duel with a wraith. If a wraith begins firing its laser, get out of the way first before counter-attacking. In some instances, wraiths may also deploy psychic barriers. These transparent amber-colored barriers act like impassable membranes, preventing you from escaping. They also let you know that a wraith is in the area. If you spot these barriers, stay on your toes.

Crack Shot

You must kill a wraith before it cloaks to earn this achievement/trophy. Heavy weapons like the Rocket Launcher or Plasma Cannon are your best chances at pulling this off, or if you encounter a wraith at close range, smash it with a Maul

Tentacle

Stats	
Mobility	☐☐☐☐☐
Health	☐🟨🟨🟧☐
Range	☐🟨☐☐☐
Melee Damage	☐🟨🟨☐☐
Ranged Damage	☐🟨🟨☐☐

Like monoliths, tentacles emerge from the ground often in support of alien ambushes or defensive actions. Unlike monoliths, tentacles have no enhancing powers over nearby creatures, not do they fire pulses of energy. Instead, tentacles use their tendril-like appendages to grab pieces of debris and throw them at you. A tentacle is also capable of occasionally charging up the debris so it explodes on contact. In this sense, tentacles exhibit remarkable strength, capable of heaving massive objects at devastating speeds, so never turn your back on these enemies. Anticipate their throws and either dive out of the way or deploy a Shell. Heavy weapons like the Charge Launcher, Rocket Launcher, or Plasma Cannon are the quickest ways to take out tentacles. In a pinch, lighter weapons like the Assault Rifle and Nano Rifle also can get the job done.

Back at Ya!

Using the Magnet Gun, intercept a piece of thrown debris and throw it back at a tentacle to unlock this achievement/trophy. This requires careful timing and quick reflexes. Wait until a tentacle grabs a piece of debris. While the tentacle is still holding the debris, attach a magnet to it. Then, as soon as the tentacle throws the debris, fire an anchor at the tentacle. The tentacle doesn't have to be killed by the debris, but you do need to use the Magnet Gun to redirect the debris at the tentacle. This achievement/trophy can be earned in either the single-player campaign or during infestation matches.

Behemoth

Stats	
Mobility	☐🟨☐☐☐
Health	☐🟨🟨🟧🟥
Range	☐🟨🟨☐☐
Melee Damage	☐🟨🟨🟧🟥
Ranged Damage	☐🟨🟨🟧☐

Behemoths are massive creatures covered in thick armor, resistant to most weaponry. Although behemoths move at relatively slow speeds, they are capable of charging forward, smashing through anything in their way, so don't think you'll be safe hiding behind a building or any other object. Instead, it's best to keep moving while engaging these beasts, circling and diving out of their way. In addition to their charging attacks, behemoths also spit a toxic liquid that creates a small toxic cloud on impact. However, if you keep moving, you're unlikely to be hit by these projectile attacks. While circling and diving, constantly fire at the behemoth with the heaviest weapons you have. The Rocket Launcher, Plasma Cannon, and Singularity Cannon are all very effective, but it takes multiple direct hits to bring down a behemoth. If you've upgraded Berserk with the Berserk Pulse upgrade, the Nano Rifle can make a serious dent in the behemoth's health. If you need to take a break from moving, or if the area doesn't allow for evasive movement, deploy a Shell and hold steady while blasting the behemoth. The Shell won't last long enough to kill a behemoth, however, regardless of which weapon you use. Be ready to move once the Shell expires.

Note

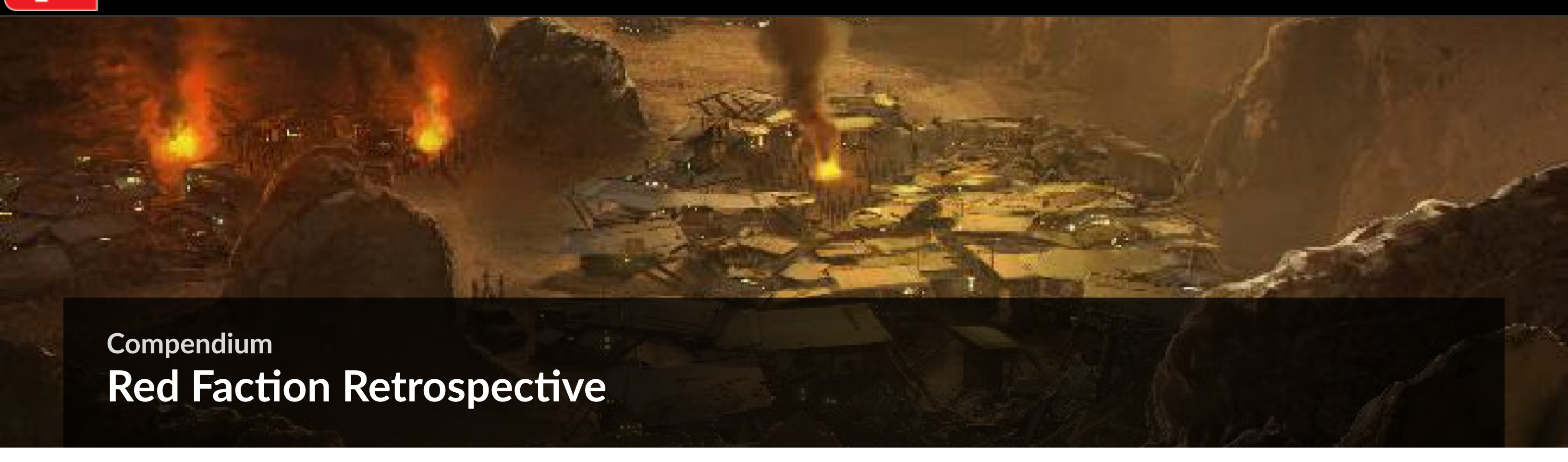
While using the Magnet Gun, you cannot attach a magnet to the behemoth. However, you can attach an anchor to the creature with the second shot, ideal for targeting it with debris.

But even flying debris inflicts very little damage against this hulking beast.

Queen Tentacle

Deep in the queen's lair, you encounter several massive tentacles that block passages. Unlike the smaller tentacles, these tentacles don't move or attack.

Instead, they simply prevent you from reaching critical areas. Locate the ends of the tentacles and target the tendril-like appendages. Targeting these vulnerable ends causes the tentacles to explode, clearing a path for you.

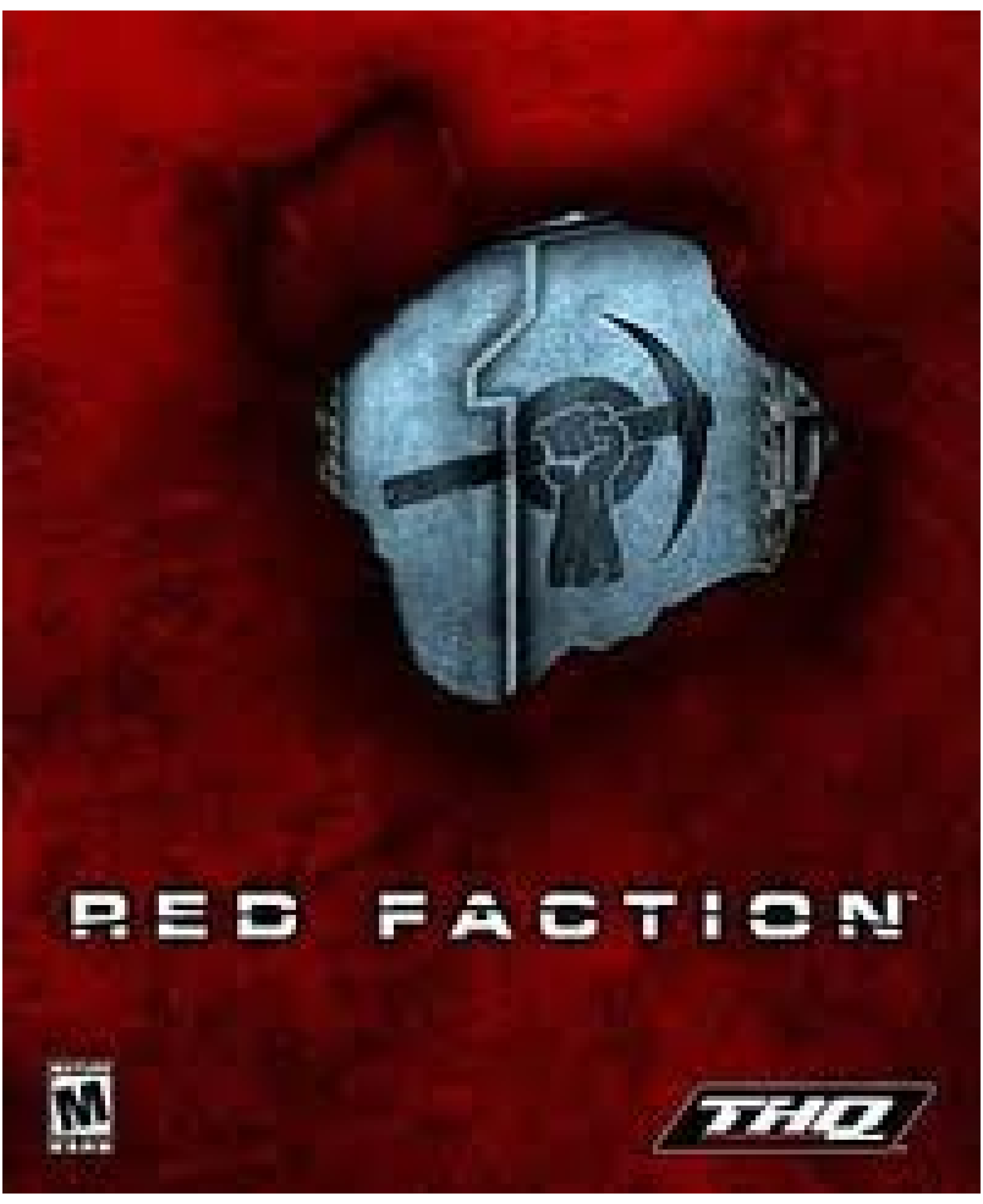


Compendium

Red Faction Retrospective

The Red Faction saga has been going strong for ten years. The story continues with the release of Red Faction: Armageddon. But if you're new to the series, take a moment to review the major events of the last three titles.

Red Faction



RELEASE DATE 05 • 22 • 2001

PLATFORM PC/PS2

2075: The colonization of Mars turned into a nightmare. Driven by greed, the Ultor Corporation used its monopolistic control of the planet to underpay and overwork miners while skimming as much "unnecessary" safety equipment as possible. A group of dissidents calling themselves Red Faction were kept in line until the chance arrival of a miner named Parker spurred them to action. Parker led a revolt against Ultor that ultimately freed Mars and saved its citizens...for the time being.

Red Faction 2

RED FACTION
II
MATURE
M
THQ

RELEASE DATE: 10 • 15 • 2002

PLATFORM: PC/PS2/XBOX/GAMECUBE

2080: The Squad, a group of genetically enhanced super soldiers, were created by the Commonwealth of the Republic as a way to destroy their hated enemies, the United Republic. When international scrutiny came down, however, the Commonwealth sought to destroy these combatants to hide their crimes. Alias, the demolitions expert from the Squad, became entangled in this fight, which quickly degenerated into a power grab by his fellow super soldiers. Fighting failed gene-spliced experiments, his former allies, and using connections to Earth-based Red Faction insurgents, Alias managed to destroy the Commonwealth from within before disappearing into the mists of war-torn Earth.

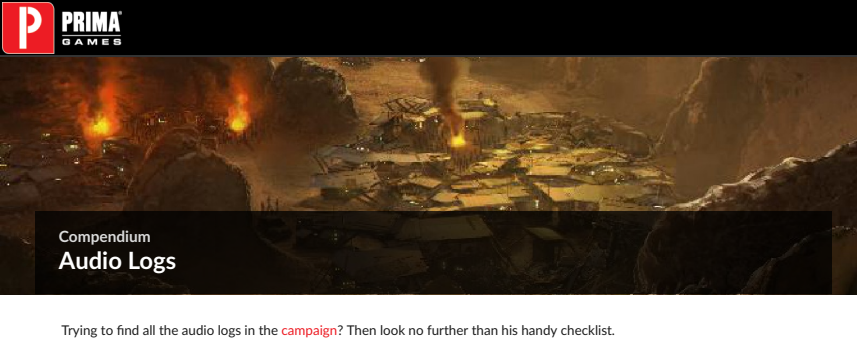
Red Faction: Guerilla

RED FACTION
GUERRILLA
M
THQ

RELEASE DATE: 06 • 02 • 2009

PLATFORM: PC/PS3/XBOX 360

2120: Alec Mason came to Mars to find a job, abandon war-torn Earth, and maybe start a family. Anything but join a revolution. But when the EDF killed his brother, Dan, in cold blood, Alec joined up with the other insurgents of Red Faction to free Mars and avenge Dan's death. A battle turned into a war as the Marauders, the "natives" of Mars, joined in on the fight, leading Alec across the wastelands and wonders of Mars. With the power of a long-forgotten relic, the Nano Forge, Alec destroyed the EDF's control and liberated the Red Planet.



Compendium

Audio Logs

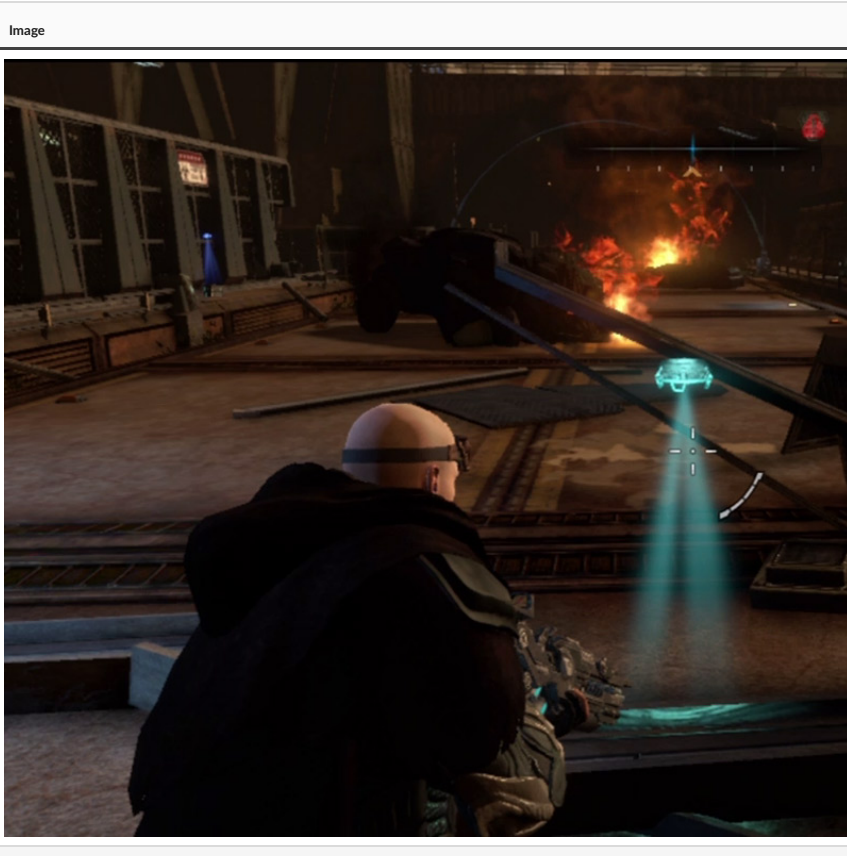
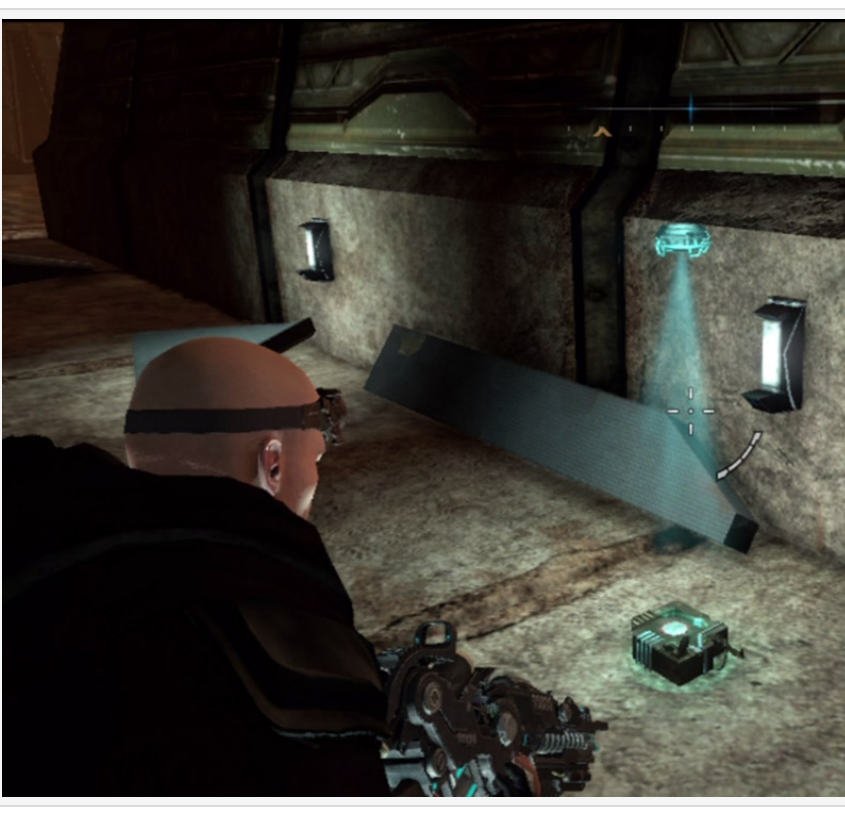
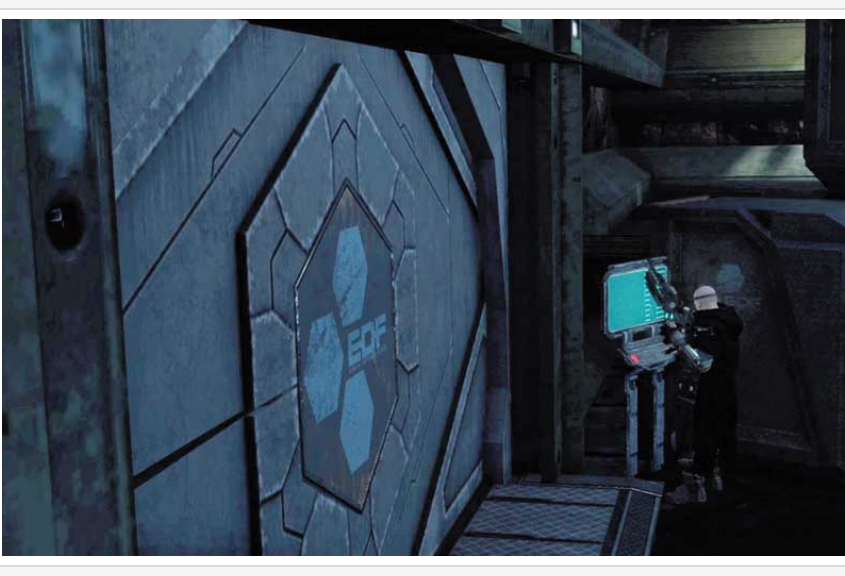
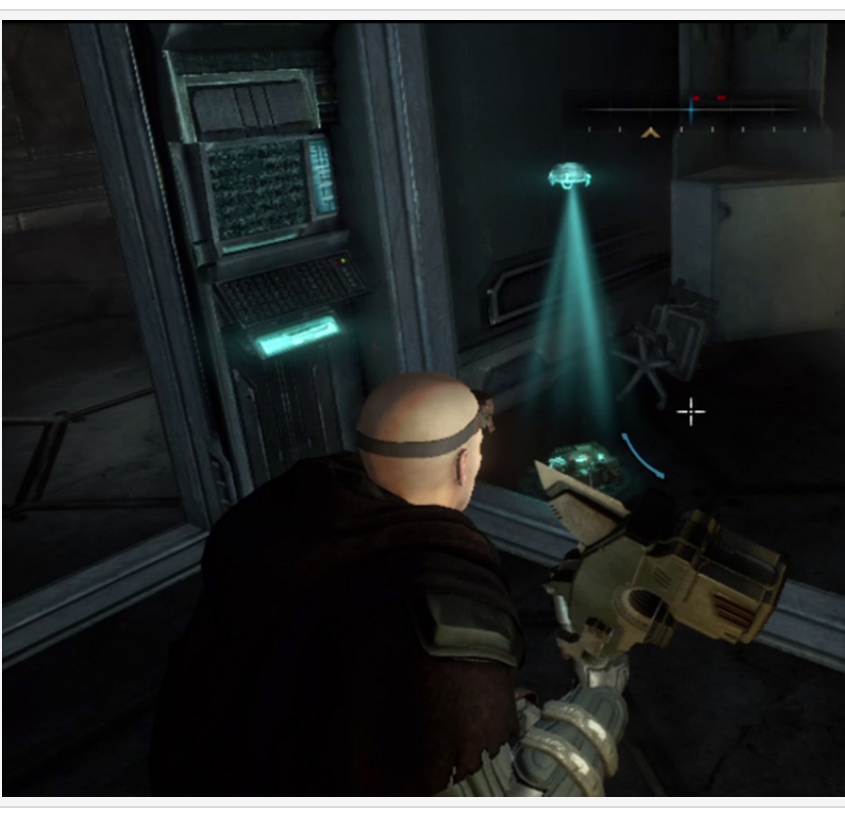
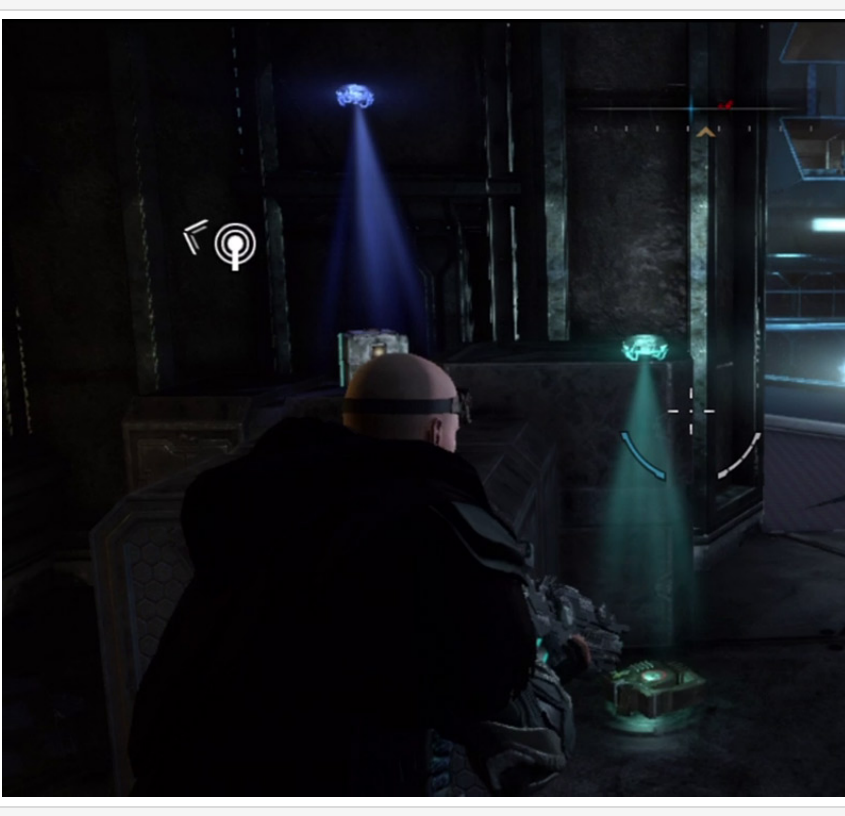
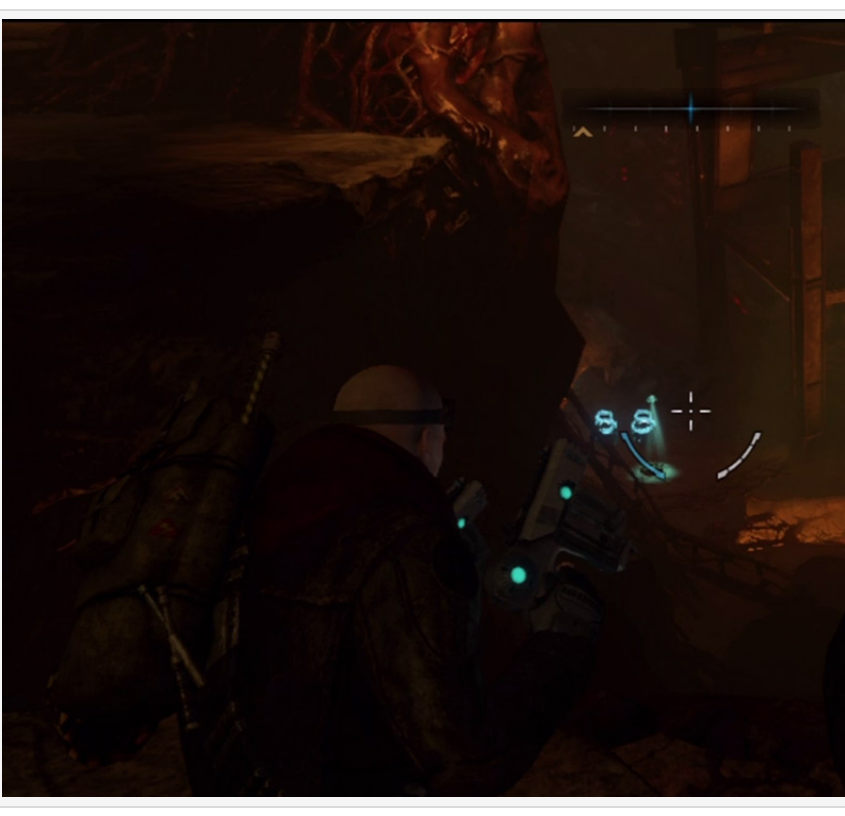
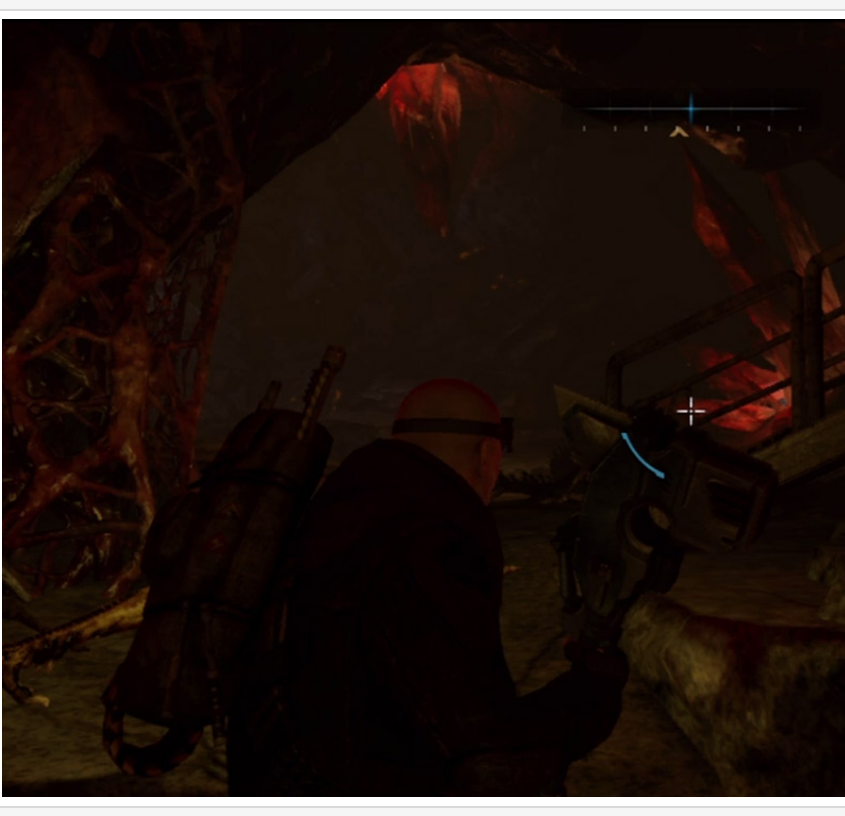
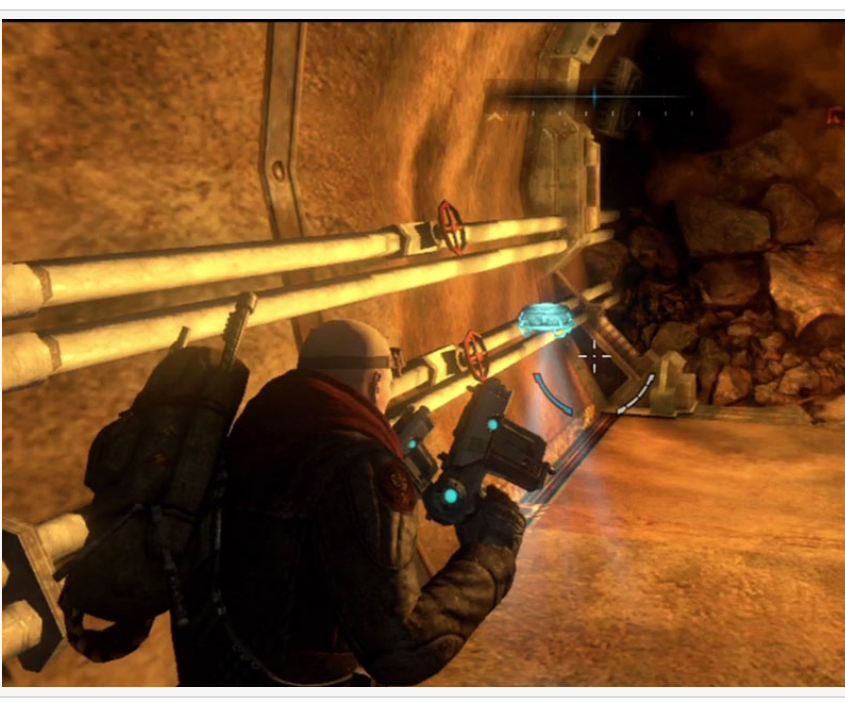
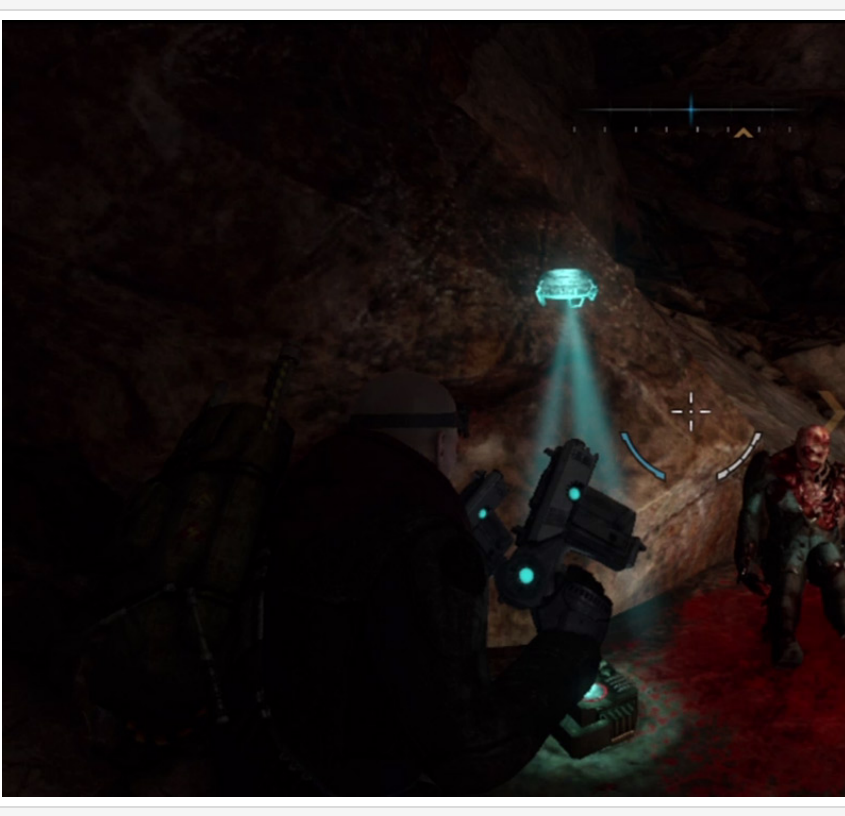
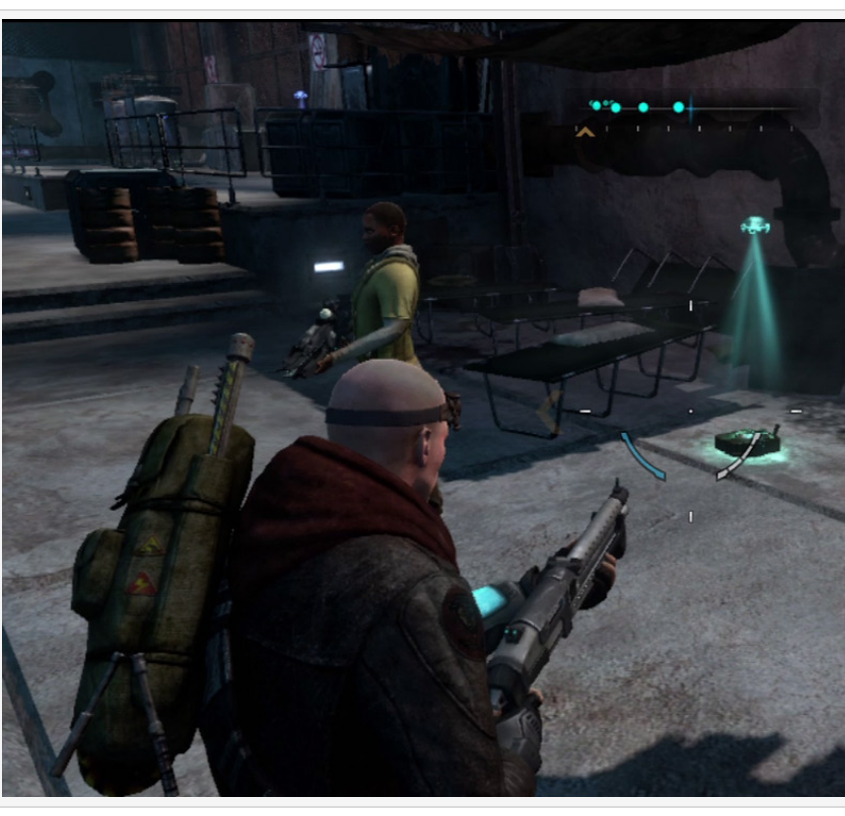
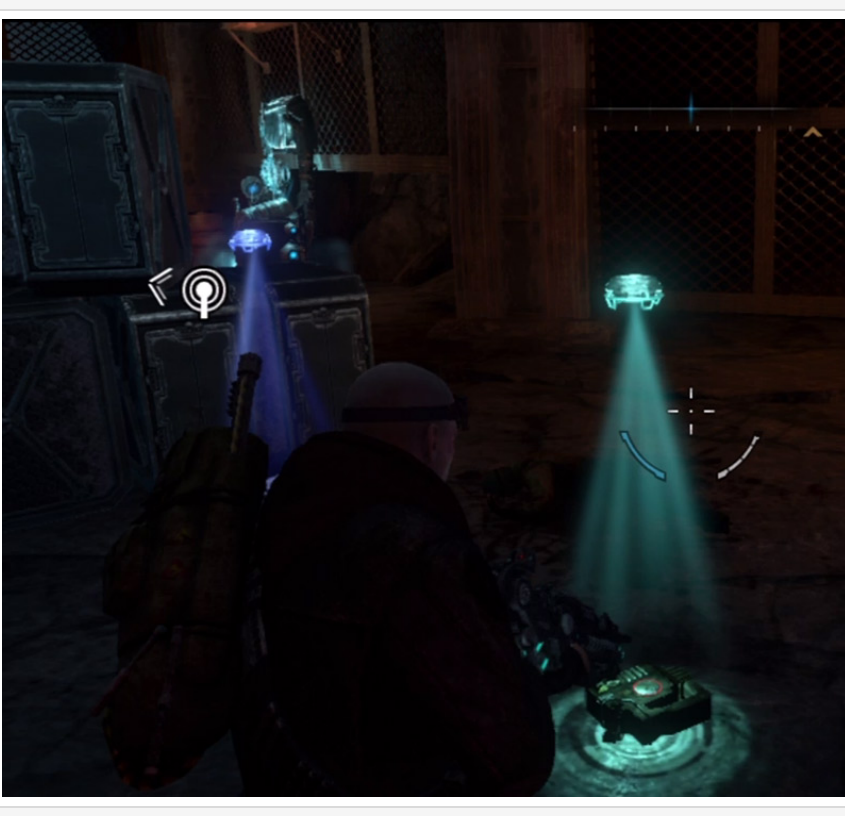
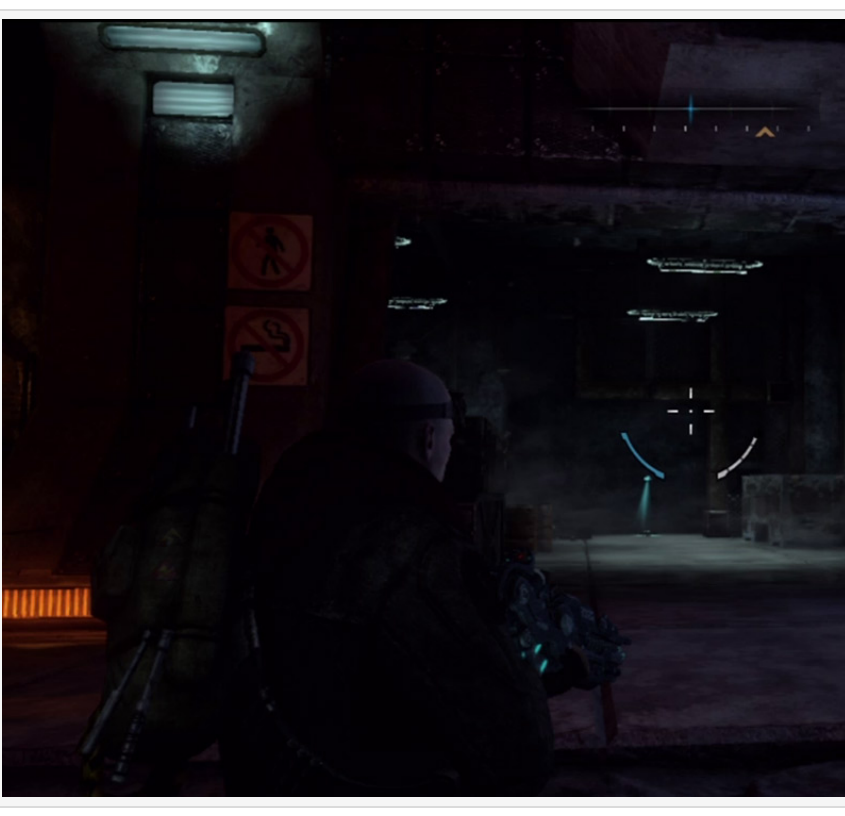
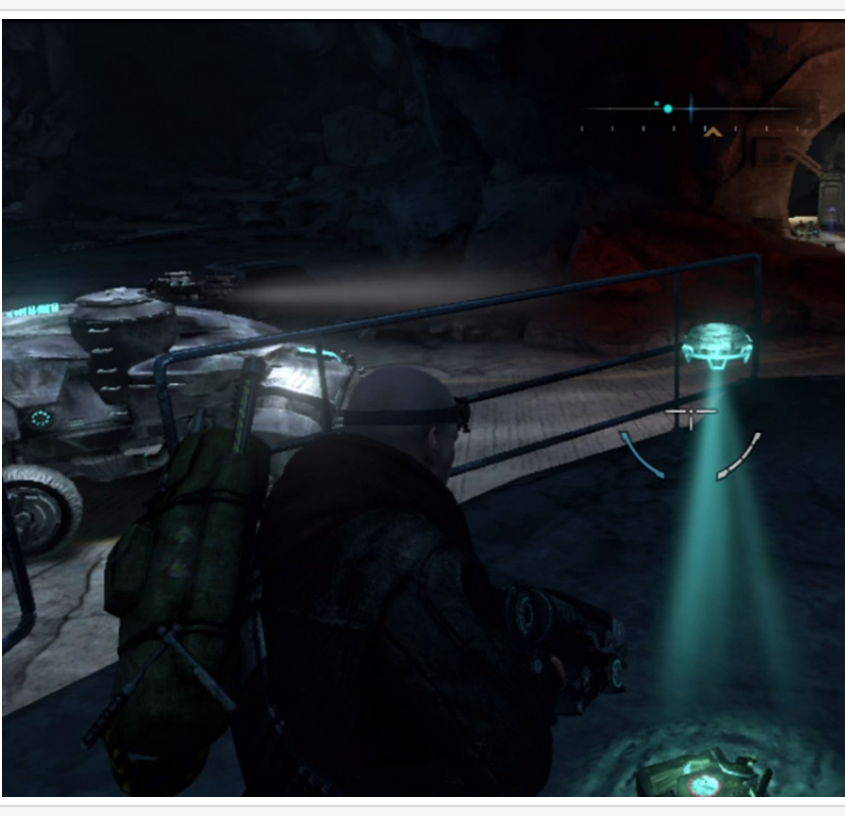
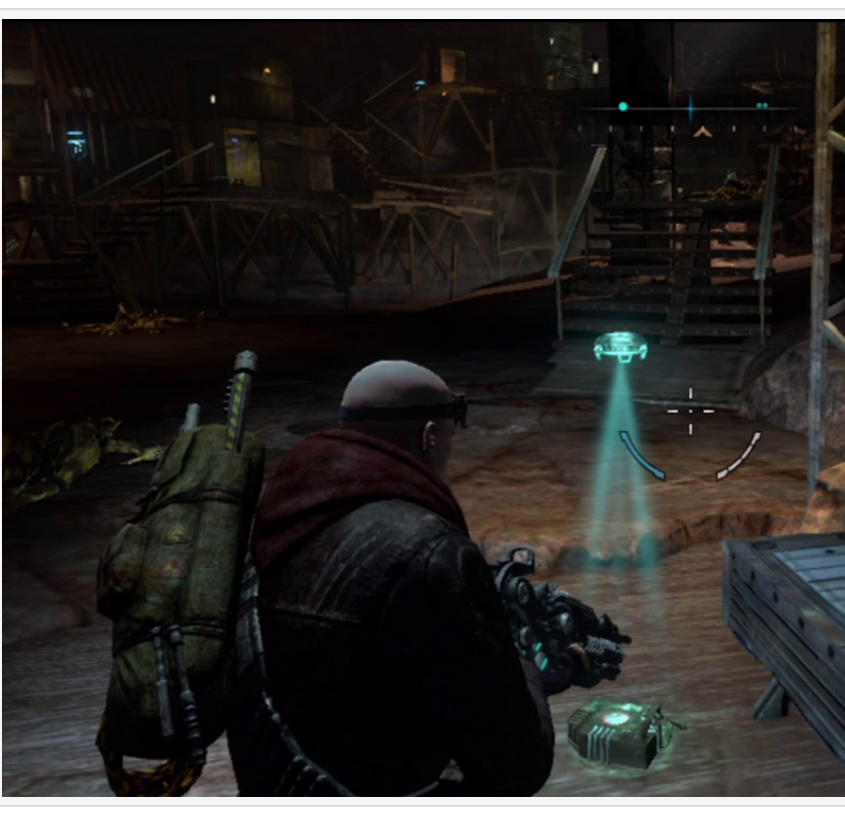
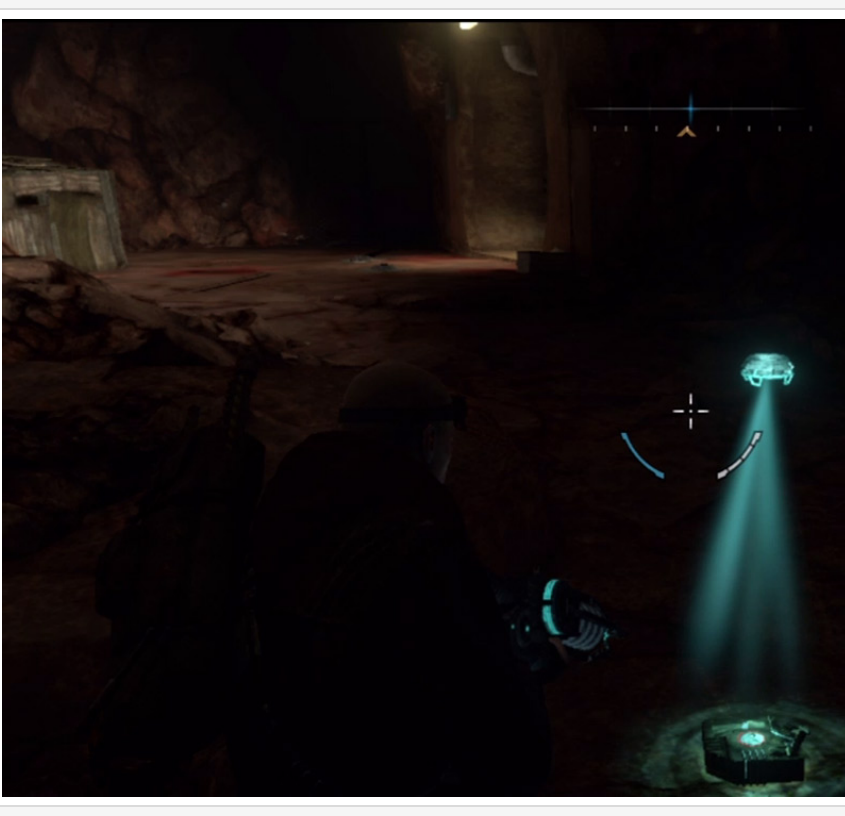
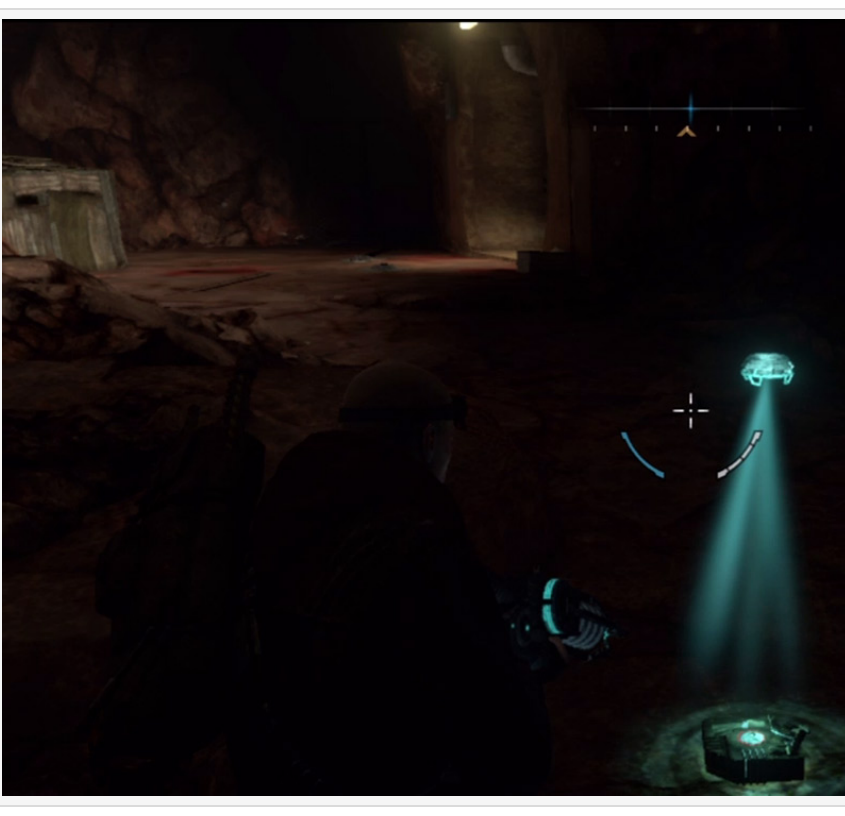
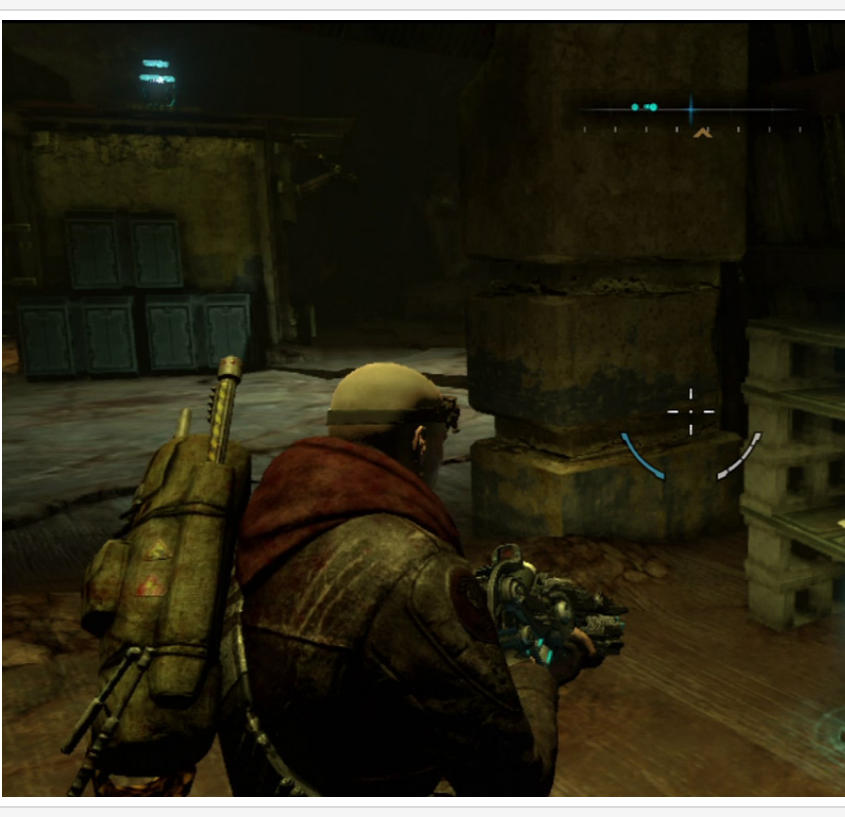
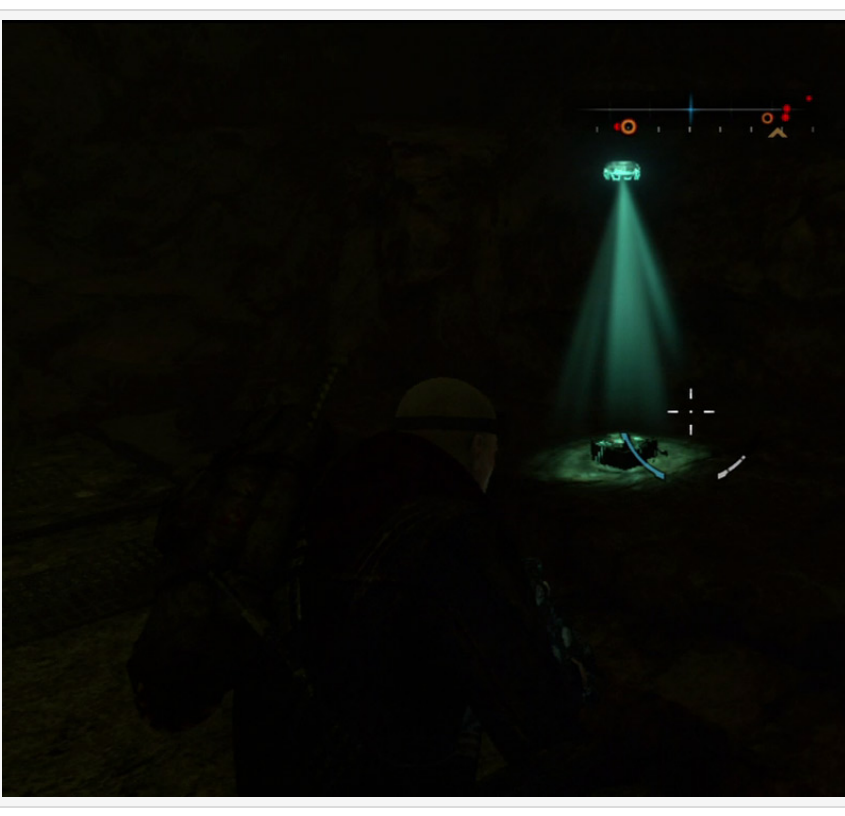
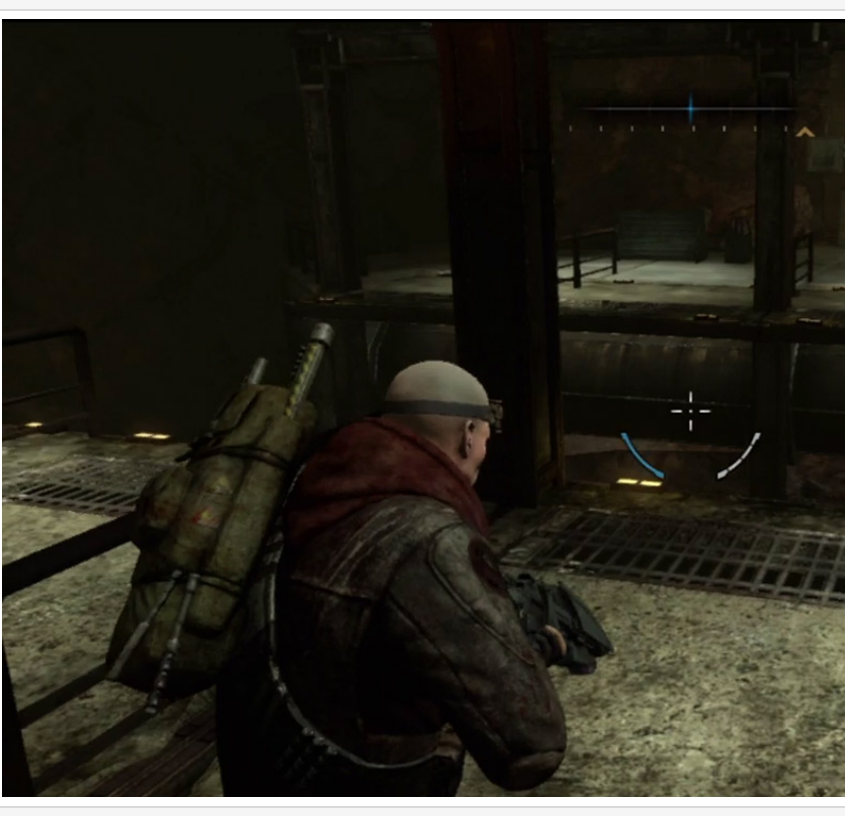
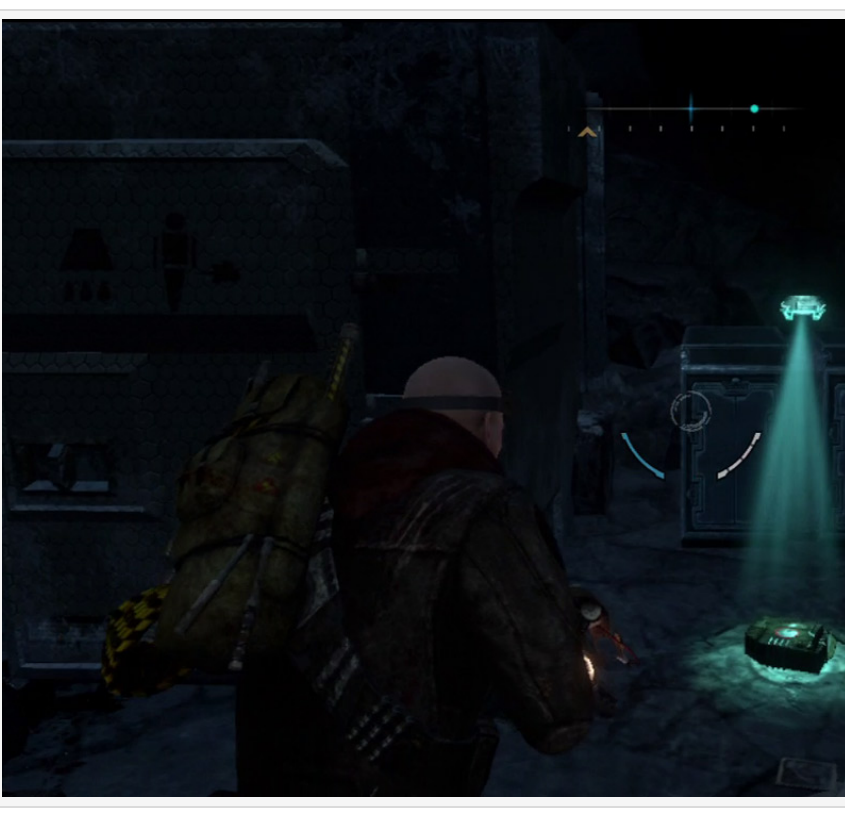
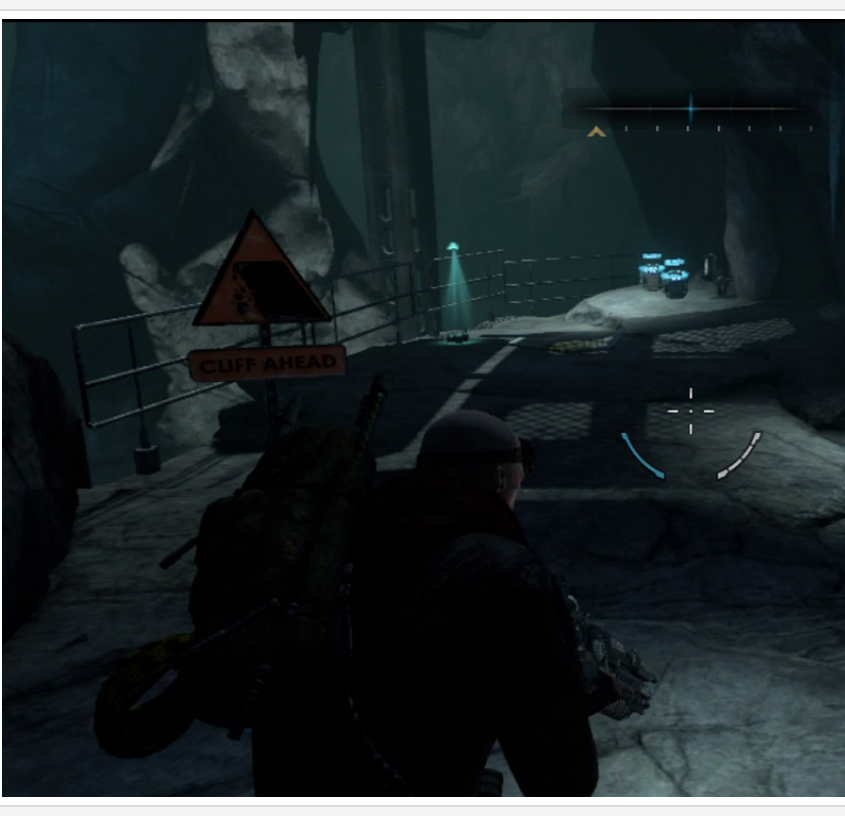
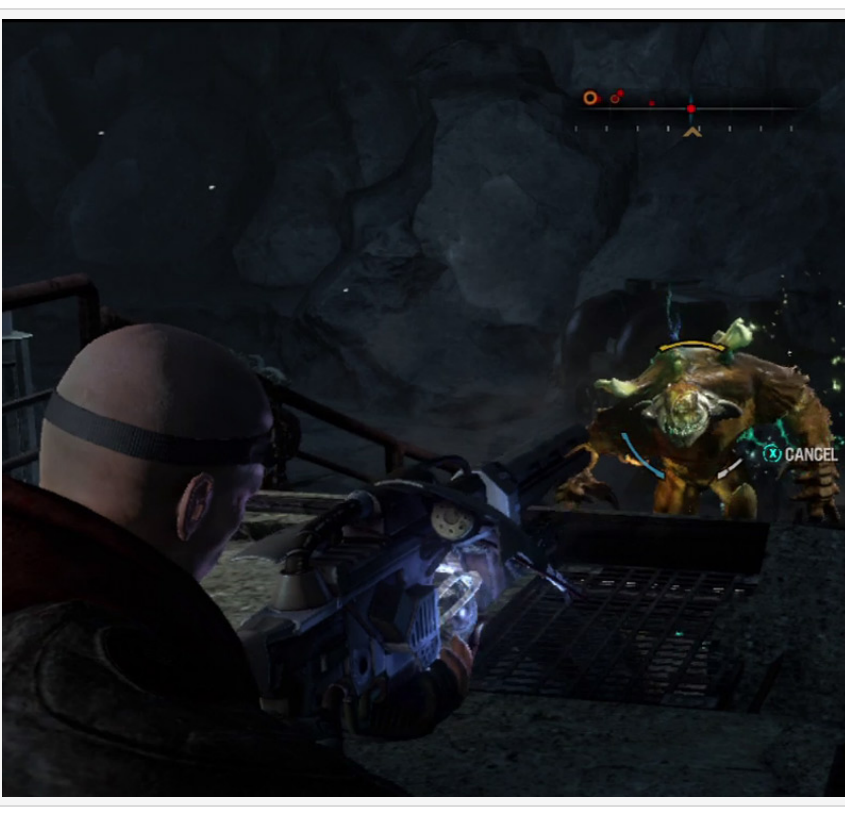
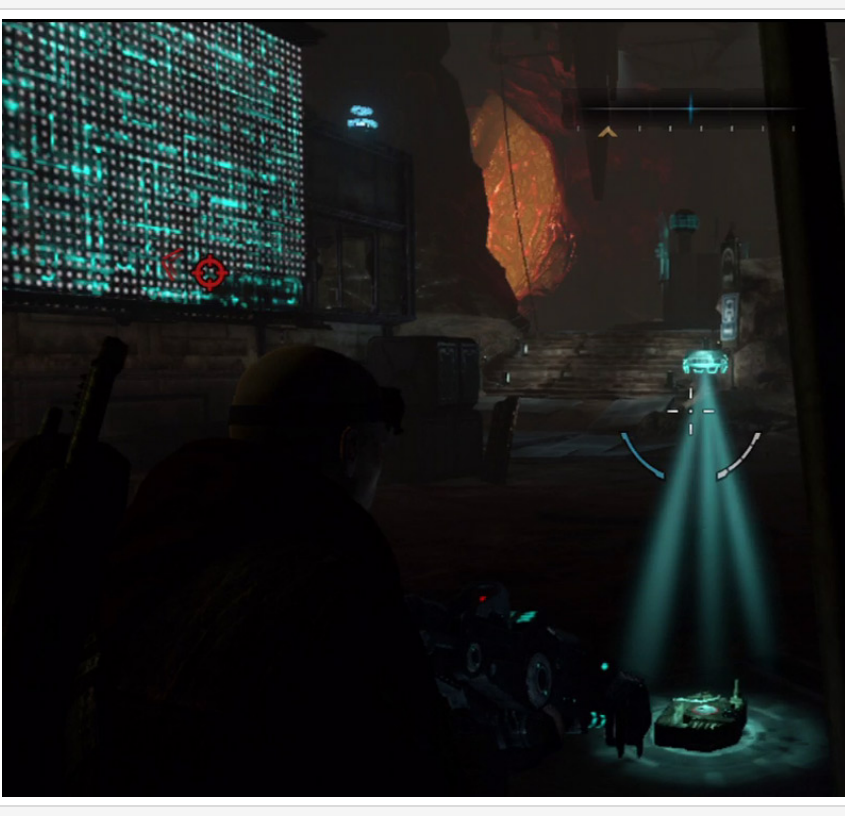
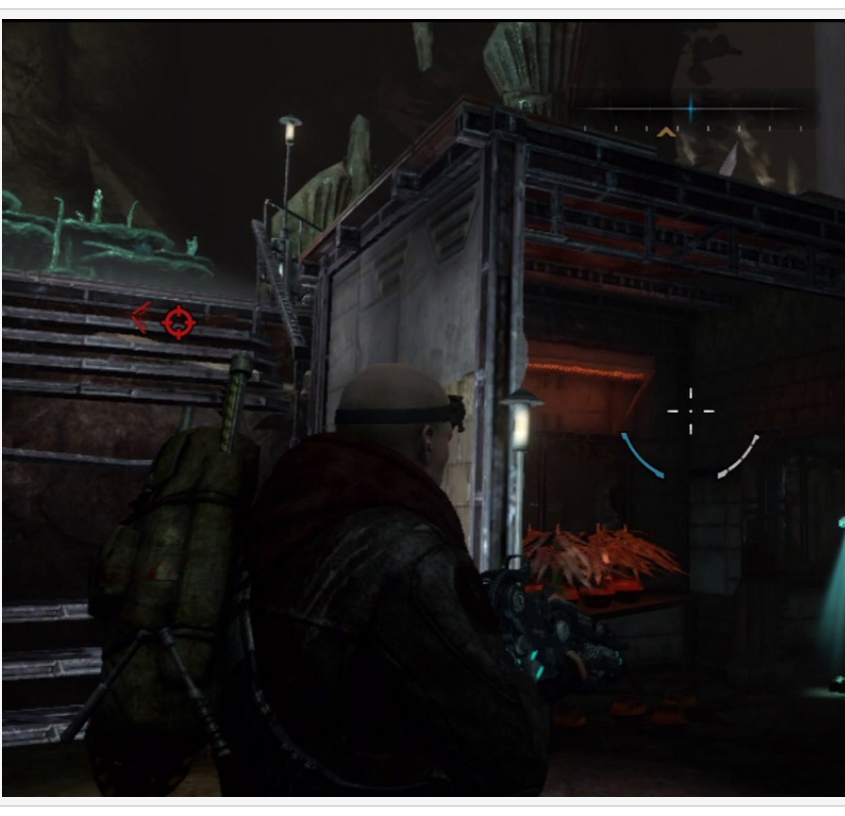
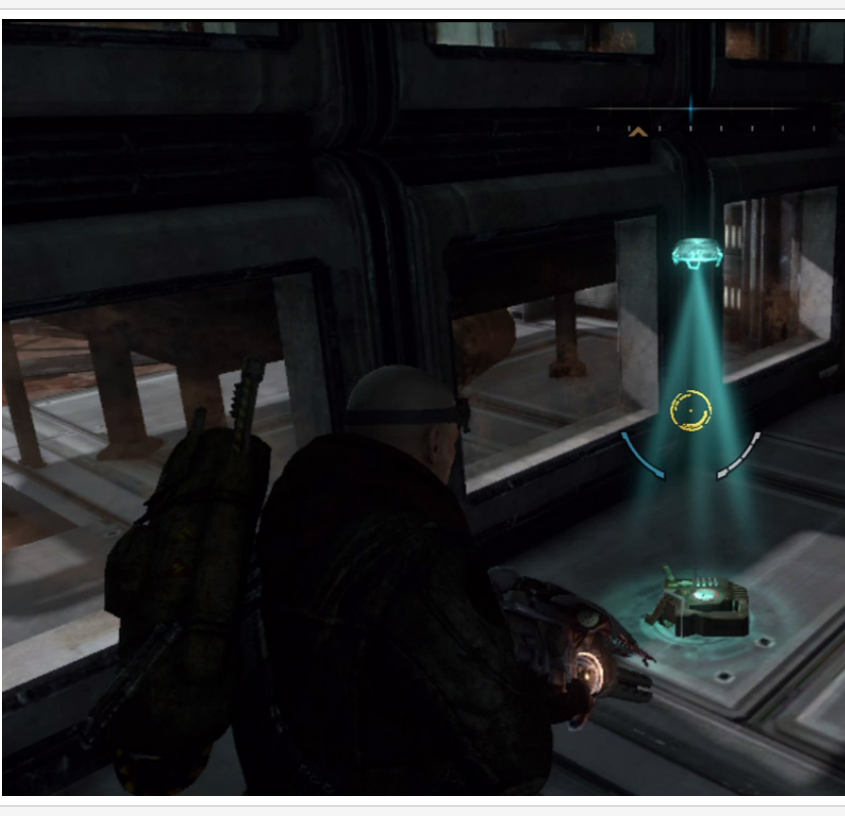
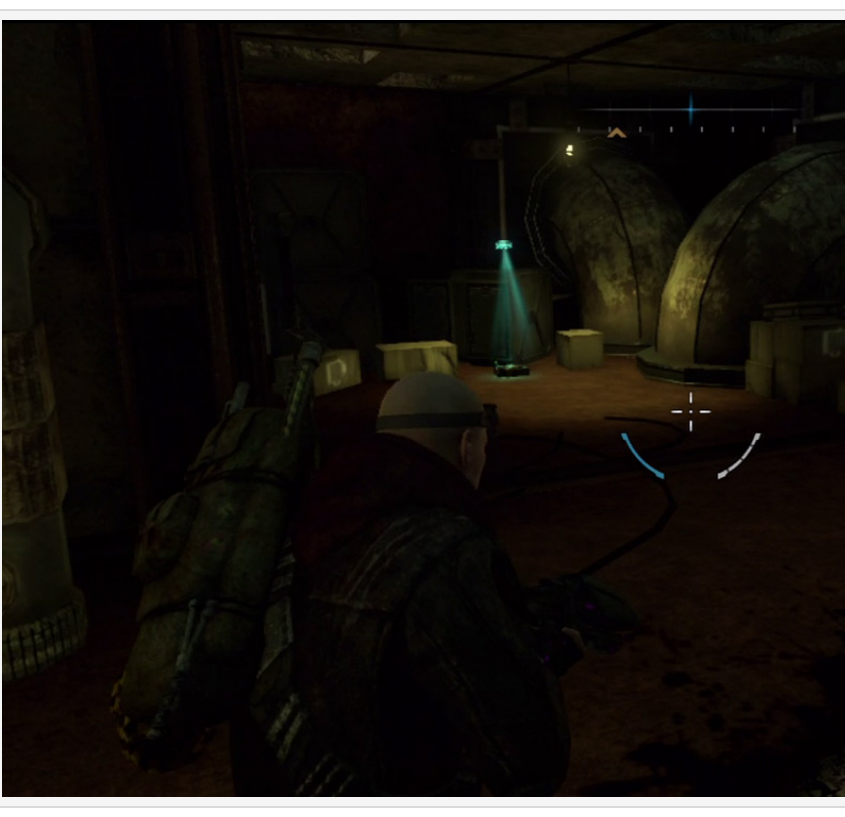
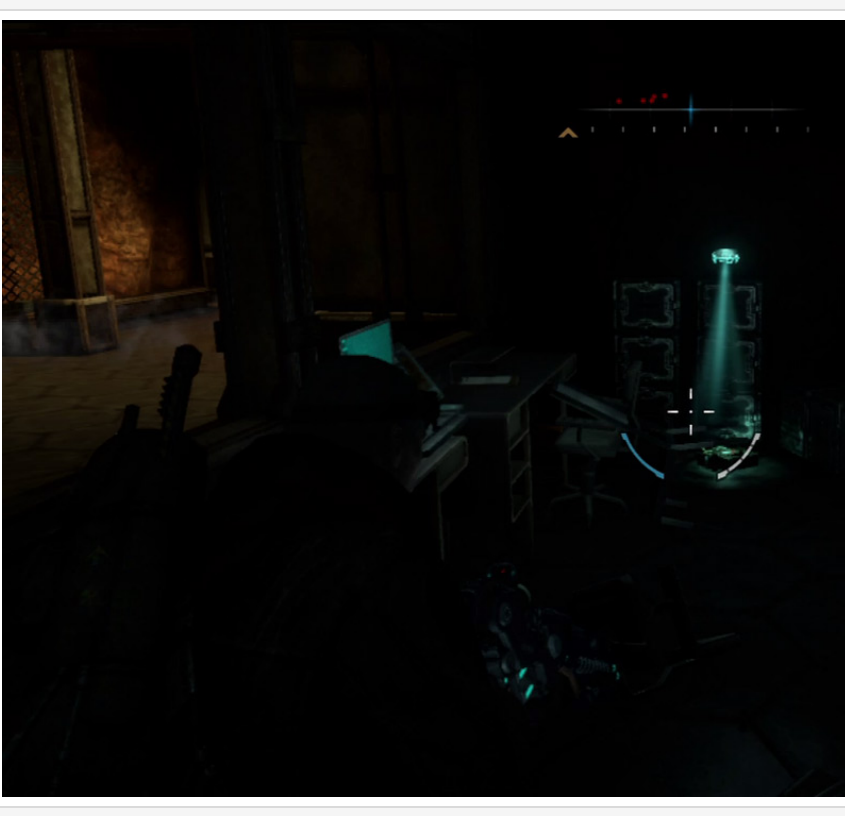
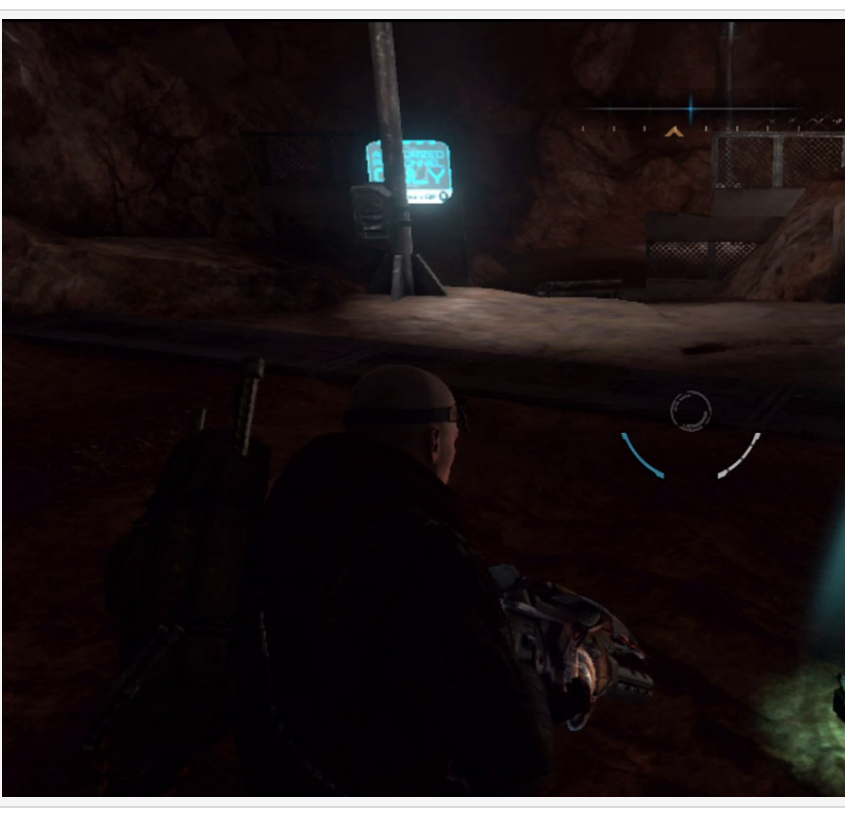
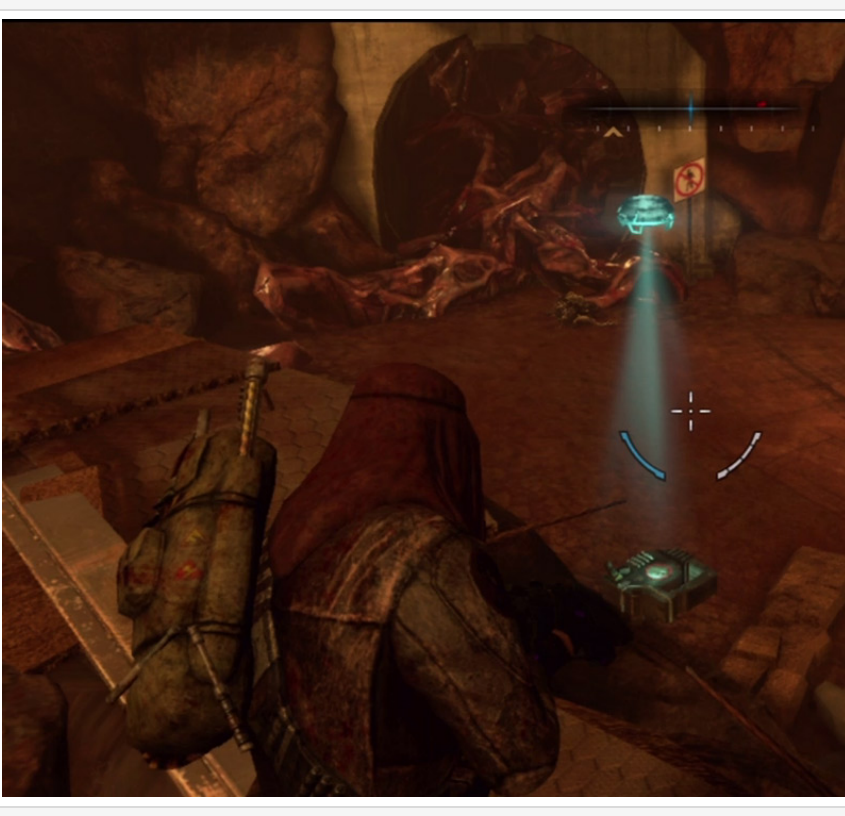
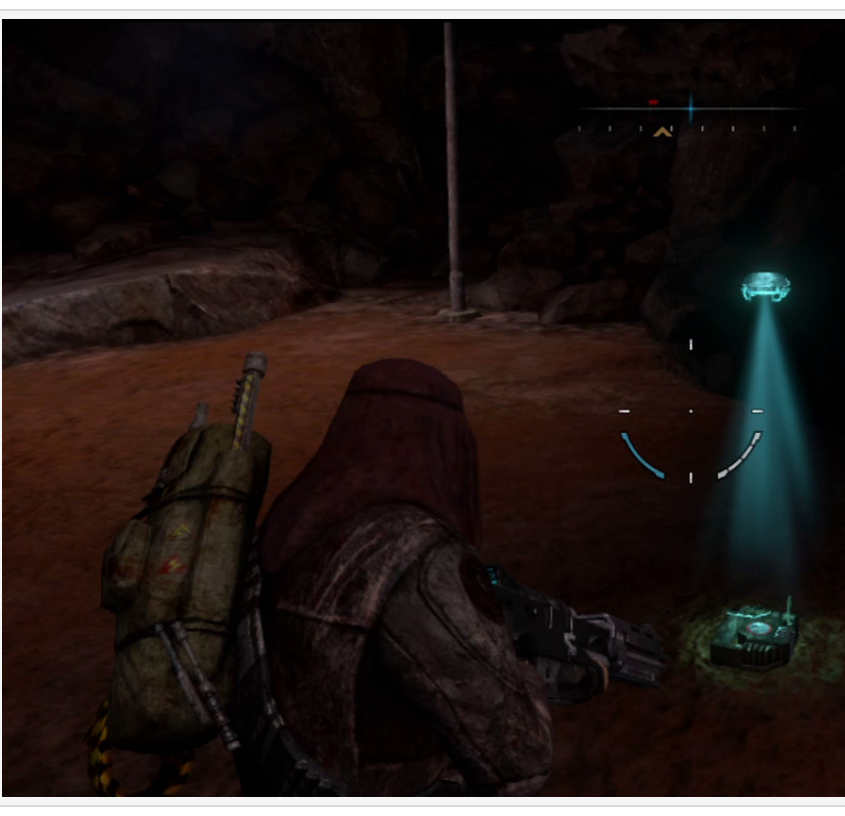
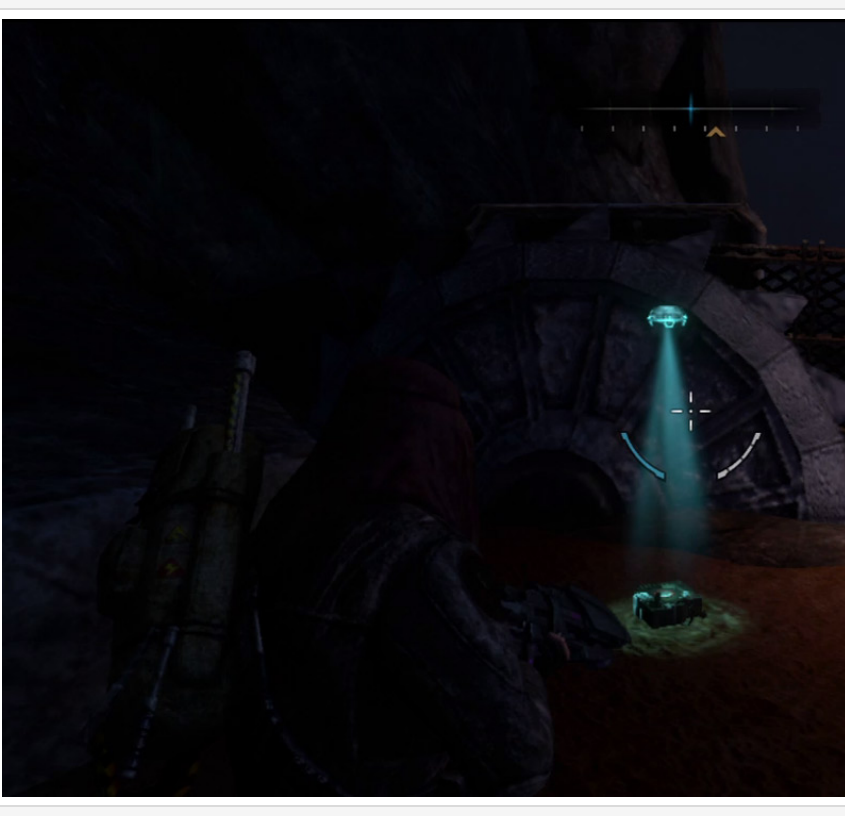
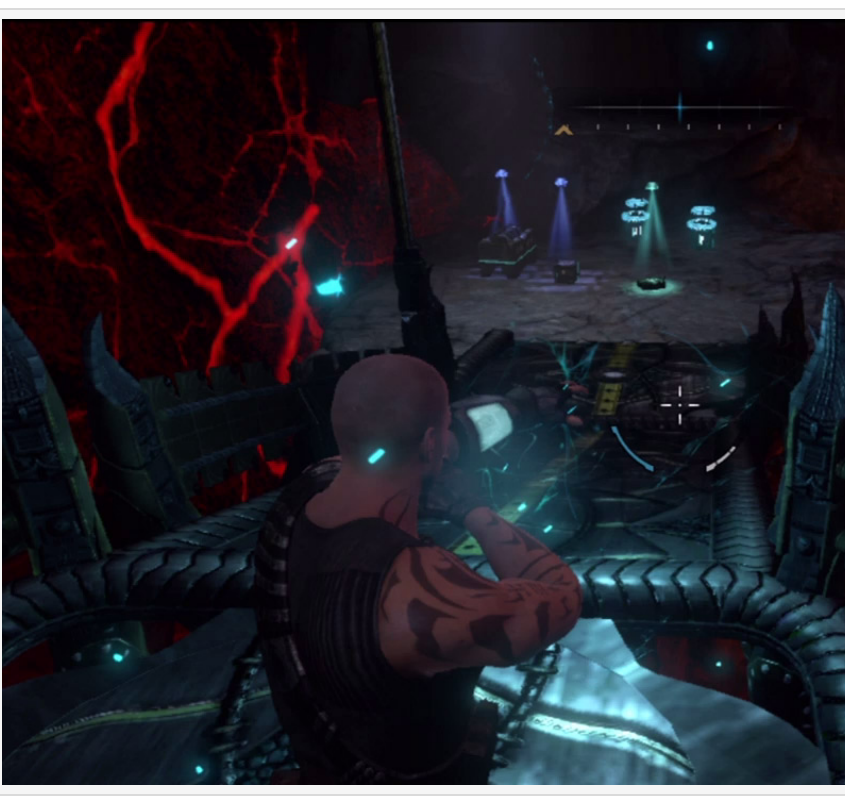
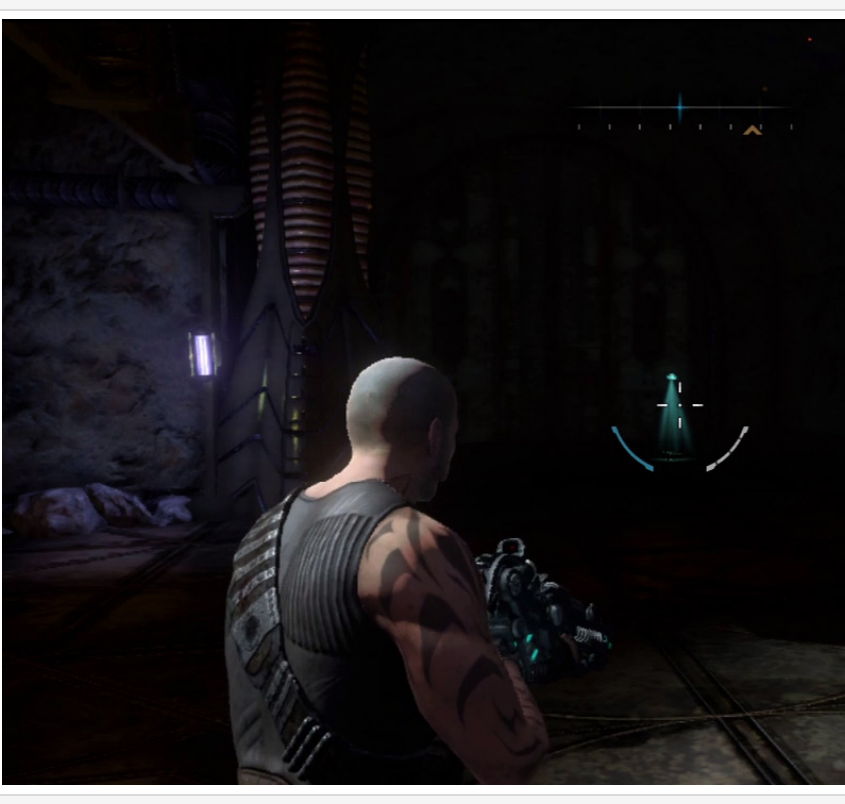
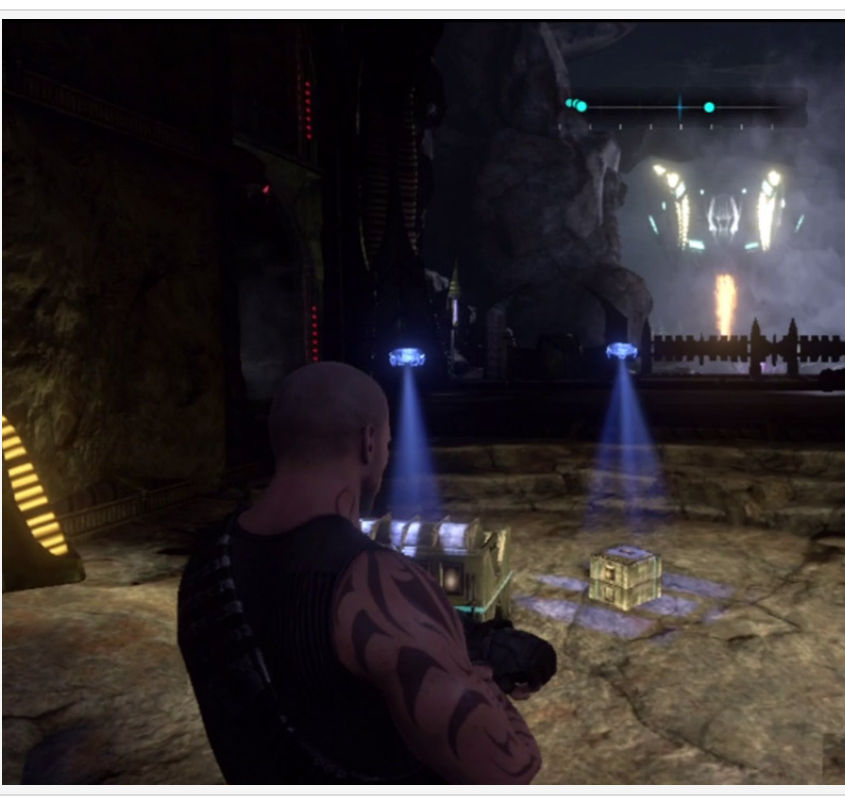
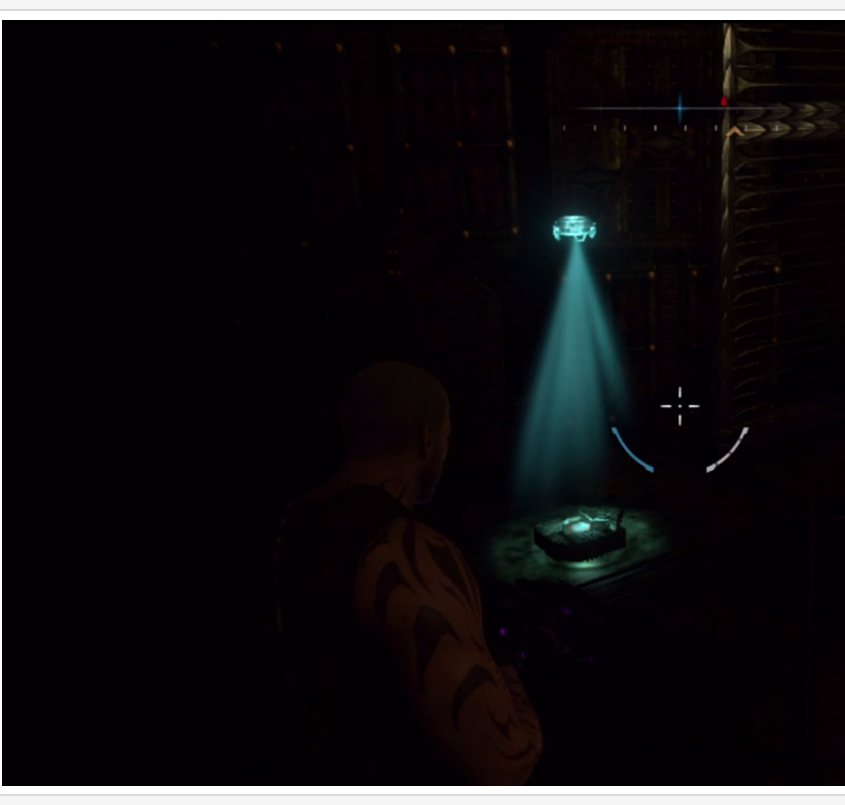
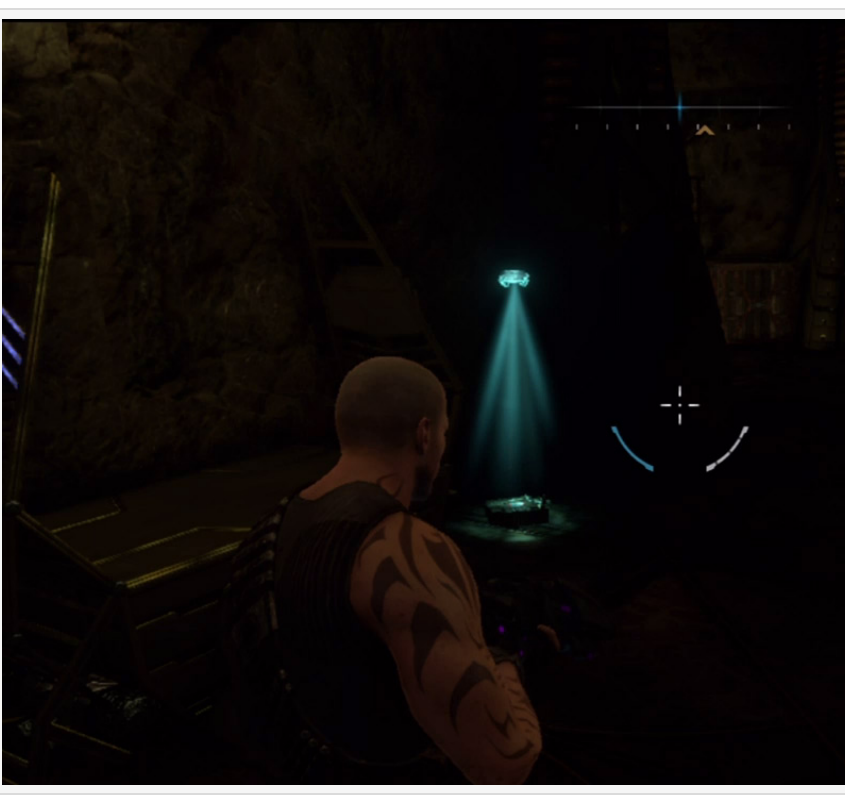
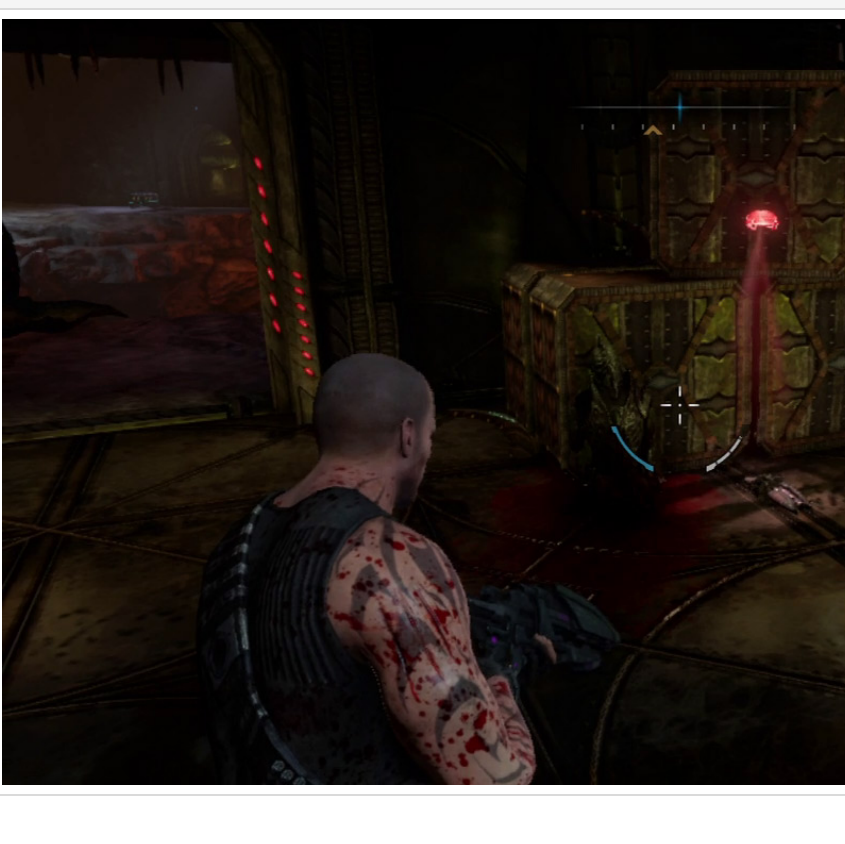
Trying to find all the audio logs in the campaign? Then look no further than his handy checklist.

The audio logs are listed in the order in which they appear in the campaign, ensuring you don't miss a single one.

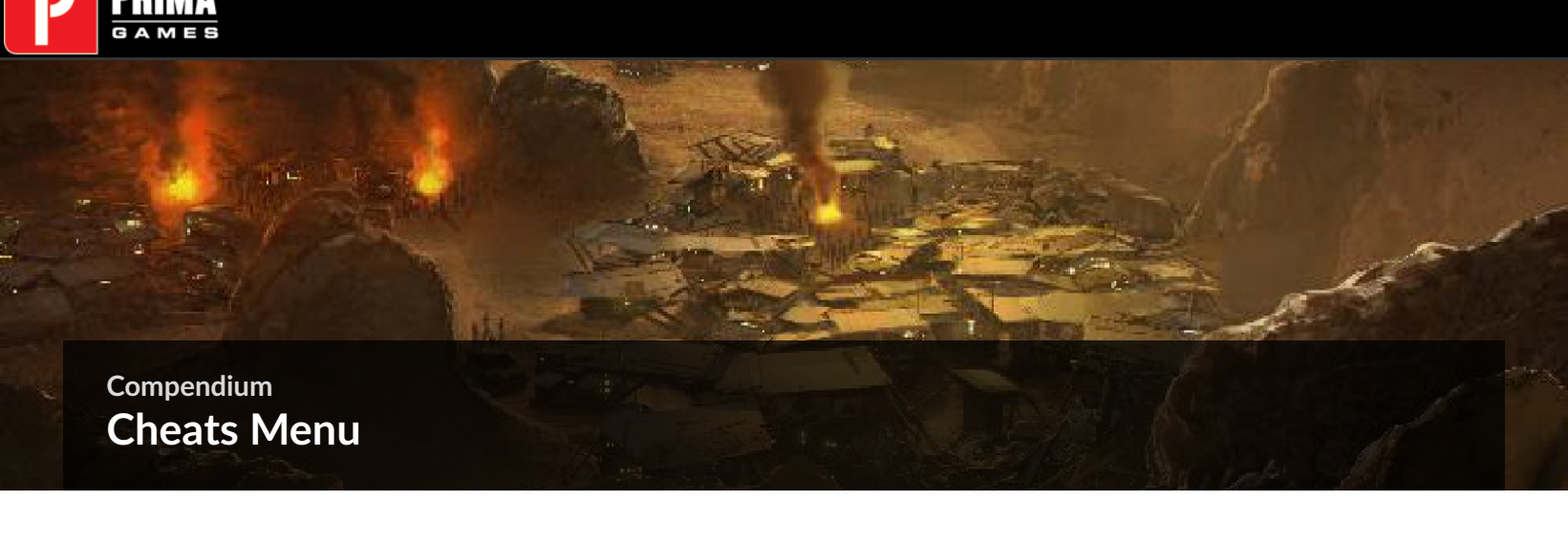
In addition to the 37 audio logs, you also retrieve Noella's 10 Archivist Logs at the end of the Marauder Defenses level.

To earn the Chronicler achievement/trophy, you must listen to at least 40 of the logs.

Image

PRIMA GAMES


Compendium

Cheats Menu

You can purchase cheats after completing the single-player campaign. Start a new game, pause, and then select Cheats from the menu. Any salvage you carried over from your previous game or multiplayer sessions can be used to purchase cheats. The price for each cheat is listed below.

Unlimited Ammo

Name	Cost
Singularity Cannon	5000
Pulse Grenade	5000
Nano Rifle	5000
Banshees	5000
Charge Launcher	5000
Plasma Beam	5000
Plasma Cannon	5000
Assault Rifle	5000
Rail Driver	5000
Rocket Launcher	5000
Shotgun	5000
Pistols	5000

Weapon Unlocks

Name	Cost
Napalm Laser	10000
Convergence Laser	8000
LEO Rocket Launcher	8000
LEO Machine Gun	6000
Lava Barge Turret	6000

Visual Modes

Name	Cost
Sketch Mode	10000
Night Vision Mode	8000

Other

Name	Cost
Instant Nano Forge Cooldown	10000
Super Melee	8000

Achievements and Trophies

Story Based (Single-Player Only)

Icon	Name	Description	Gamerscore	Trophy
	Unto the Breach	Gain entry into the Terraformer.	15	Bronze
	Secrets Long Buried	Remove the Seal.	10	Bronze
	We're Not Alone	Make it back to civilization.	10	Bronze
	Vanguard	Escort the convoy.	15	Bronze
	Things Fall Apart	Destroy the Water Filtration Plant.	20	Bronze
	Survival of the Fittest	Make it to the surface.	15	Bronze
	I'm All You've Got	Defend the Red Faction.	15	Bronze
	Weather the Storm	Destroy the Jamming Devices.	15	Bronze
	Family Business	Defeat the Mantis.	20	Bronze
	Must Go Faster	Travel to the Marauder homelands.	15	Bronze
	Old Friends, Older Enemies	Safely escort Winters through the depths.	15	Bronze
	Plan B	Find out how to reach the lair.	15	Bronze
	Knock, Knock	Open up the secret entrance.	15	Bronze
	Losses	Make it through to the lair.	15	Bronze
	One Big, Ugly Motha. . .	Defeat the source of it all.	20	Bronze
	Breathe Easy	Put an end to the threat, once and for all.	30	Silver
	That Coulda Gone Better	Finish the Single Player game on Hard Difficulty.	30	Silver
	I Need a Nap	Finish the Single Player game on Insane Difficulty.	75	Gold
	Crusader	Kill 175 enemies while in the LEO exoskeleton.	15	Bronze
	Martian Drive-By	Get 100 kills in the Marauder Scout Walker.	15	Bronze
	Hit 'N Run	Kill an enemy by ramming them with the Inferno GX.	15	Bronze
	Exterminator	Destroy 100 pods while piloting the Mantis.	15	Bronze
	Salvager	Find 200 piles of salvage.	20	Bronze
	Oooooh Yeah!	Kill 5 enemies with one LEO shoulder bash.	10	Bronze
	What is Best in Life?	Perform melee finishers on 25 creepers.	15	Bronze
	Chronicler	Listen to 40 audio logs.	25	Silver

Upgrade/Salvage (Single-Player and Multiplayer)

Icon	Name	Description	Gamerscore	Trophy
	Nanergy!	Gather 25,000 total salvage.	30	Silver
	Money Well Spent	Buy out any one upgrade ring.	15	Bronze
	Martian Can Opener	Buy every upgrade.	40	Silver
	Cheater!	Buy a Cheat.	20	Bronze

Nano Forge/Repair (Single-Player and Multiplayer)

Icon	Name	Description	Gamerscore	Trophy
	Zero G War	Kill 50 Shockwaved enemies before they hit the ground.	20	Bronze
	Hold Still	Kill 6 enemies in one use of Shockwave.	10	Bronze
	It's All in the Wrist	Send an enemy at least 30 meters with Impact.	15	Bronze
	Haymaker	Kill 5 enemies in one shot with Impact.	10	Bronze
	Lock and Load	Keep Berserk active for at least 21 seconds in one use	20	Bronze
	Back At Ya!	Make an enemy kill themselves while shooting at your Shell.	20	Bronze

Weapons (Single-Player and Multiplayer)

Icon	Name	Description	Gamerscore	Trophy
	Catch!	Use the Magnet Gun to fling debris back at a tentacle.	30	Silver
	In. The. Face!	Kill one of each enemy type with the Maul.	25	Silver
	Liftoff	Send an enemy at least 50 meters with the Magnet Gun.	10	Bronze
	Martian Matchmaker	Fire an enemy into another enemy with the Magnet Gun.	10	Bronze

Enemies (Single-Player and Multiplayer)

Icon	Name	Description	Gamerscore	Trophy
	Boom Goes the Dynamite	Kill 2 other enemies with a single exploding berserker.	10	Bronze
	Crack Shot	Kill a wraith before it restealths.	10	Bronze

Multiplayer

Icon	Name	Description	Gamerscore	Trophy
	Field Surgeon	Perform Revival 25 times in Infestation.	15	Bronze
	All for One, One for All	Finish a four-player Infestation game beyond wave 9 without anyone bleeding out.	25	Silver
	Soldier	Finish waves 1 through 10 on any map in Infestation.	25	Bronze
	Commando	Finish waves 1 through 20 on any map in Infestation.	50	Silver
	Honorary Mason	Finish waves 1 through 30 on any map in Infestation.	75	Gold
	Bug Hunt	Finish at least one wave on each map in Infestation.	20	Bronze

PS3 Exclusive

Icon	Name	Description	Gamerscore	Trophy
	Red Faction: Armageddon Master	Obtain all Red Faction: Armageddon Trophies.	N/A	Platinum

Campaign

Prologue

The year is 2200. Cultist leader Adam Hale has returned to Mars, fighting a losing war in an attempt to conquer the red planet. But Hale's forces have made recent gains, capturing the Terraformer, the only thing keeping the planet's fragile atmosphere stable. If Hale's forces manage to destroy the Terraformer, the colonists go down with it.

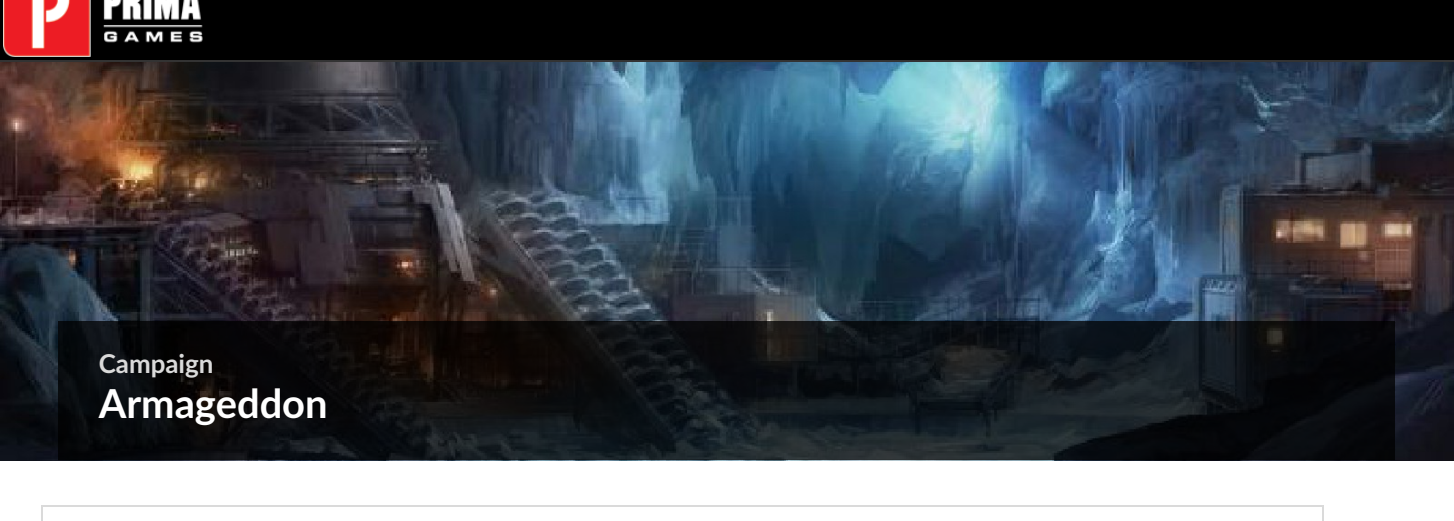
Darius Mason has volunteered to join the Red Faction's attack to retake the Terraformer from the cultists. Sergeant Frank Winters leads the assault and informs his troops that Hale is making a last stand at the Terraformer. Hale has already managed to power down one of the atmospheric generators. Once the hostiles are eliminated, it's up to Darius to repair any damage dealt to the Terraformer. But en route to the drop-off point, Darius is thrown out of his Light Armored Vehicle (LAV), separating him from Winters' main strike force. Alone, Darius must fight his way into the Terraformer compound and regroup with Winters' team.

Achievements and Trophies

Look for these boxes in the walkthrough to identify areas where achievements and trophies can be earned. Approximately half of the achievements and trophies in the single player campaign are level-specific and represented by blue icons. As long as you play through the campaign, you'll earn these achievements and trophies automatically at regular intervals. The other achievements and trophies listed in this walkthrough are represented by green icons and can be earned at any point in the campaign as long as you fulfill the criteria for each. The walkthrough identifies the best spots to begin earning these awards.

Note

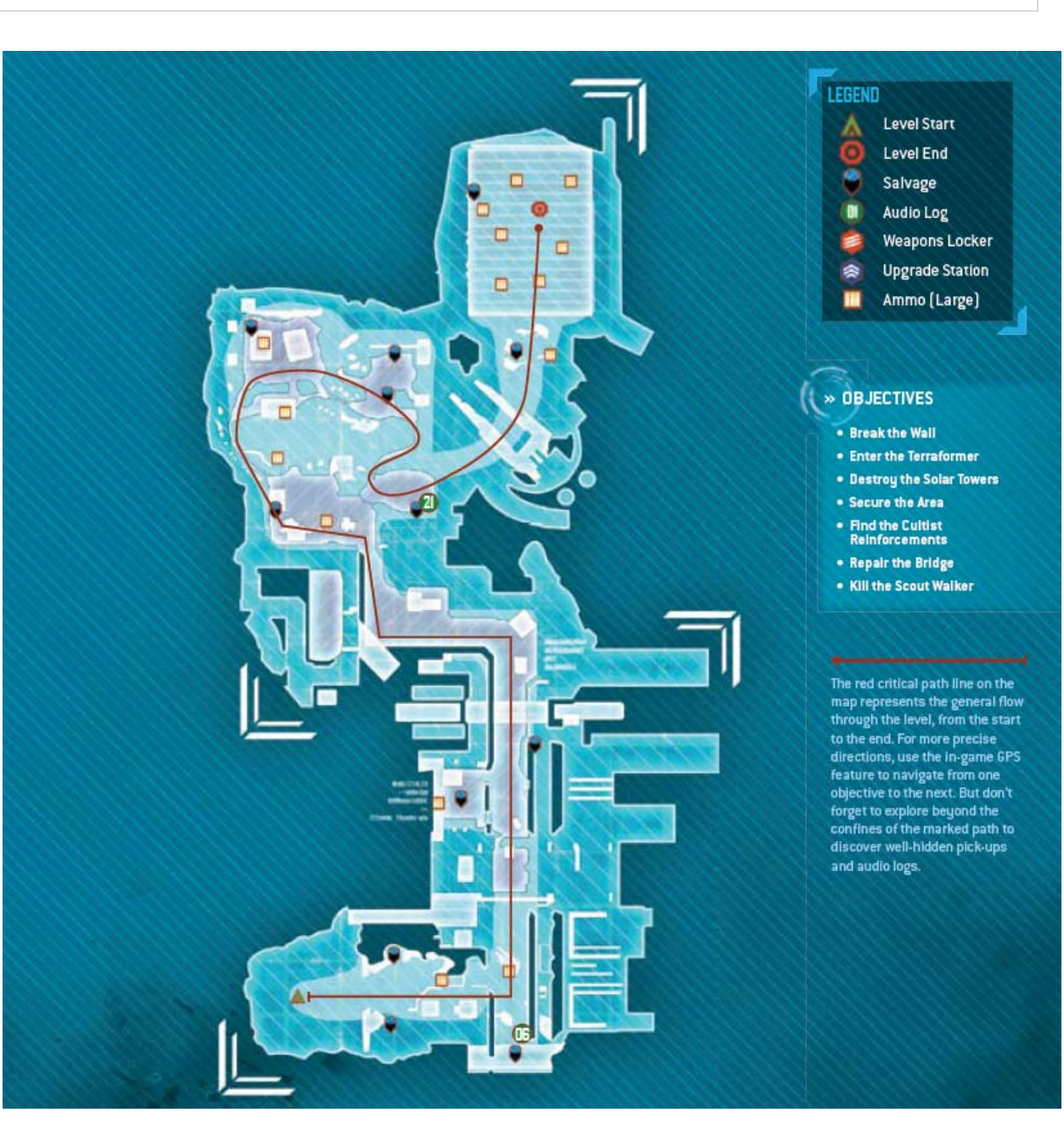
The maps in the walkthrough identify the locations of several pick-ups and interactive objects. The salvage locations on the map show where you can find the cylindrical salvage containers.Smaller salvage pick-ups are available too, but are not included on these maps. Likewise, the maps only show large ammo crates. Small ammo crates are plentiful and easy to find in every location.



Campaign

Armageddon

Icon	Name	Description	Gamerscore	Trophy
	Unto the Breach	Gain entry into the Terraformer.	15	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
» OBJECTIVES
Break the Wall
Enter the Terraformer
Destroy the Solar Towers
Secure the Area
Find the Cultist Reinforcements
Repair the Bridge
Kill the Scout Walker
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
21
06

Use RS to look Up.
36 036

As Darius recovers from the crash, his Situational Awareness Module (S.A.M.) assesses his vitals. This gives you the opportunity to familiarize yourself with the basic controls. When S.A.M. advises you to look up, follow the on-screen directions to complete the task. Next, S.A.M. must assess Darius' combat reflexes. Take aim at the barrel straight ahead by pressing the aim button. Then press and release the aim button a few more times to snap your aim across three different barrels. During combat, this aim assist function is great for engaging multiple targets.

8m
6m
10m
Release and quickly press LT (hold) to snap to another nearby target.
36 036

Once you've completed these basic tasks, S.A.M. informs you that the Nano Forge is currently offline due to the crash. It will take a few minutes to come back online while S.A.M. reboots the system.

New Objective:

Break the Wall

BREAK THE WALL

Darius is only a few meters away from the Terraformer compound, but a large wall prevents him from gaining access to the facility. Equip the Maul and move toward the wall marked on the HUD by red brackets. The Maul is a massive hammer-like instrument capable of smashing most objects. The wall doesn't stand a chance. There are two types of swings you can perform with the Maul. By pressing the standard fire button, Darius performs a wide horizontal swing from right to left. Pressing the aim button causes Darius to perform a powerful vertical swing, raising the Maul over his head and bringing it downward with great force. While dismantling the wall, experiment with these two different swings. Both can be useful for dismantling structures like this wall. The Maul is equally effective in close combat, dealing massive damage to enemies unlucky enough to be within its striking range. On the other side of the wall you can find an ammo pick-up for your Assault Rifle. Ammo is spread throughout each level, so be sure to keep well stocked throughout your adventure.

New Objective:

Enter the Terraformer

CANCEL
0 1 002

A few paces beyond the wall, the Plasma Cannon is added to your inventory. This destructive weapon is perfect for laying waste to structures and armored targets. Take a moment to blast some holes in the surrounding structures. To fire the weapon, you must first charge it by holding down the fire button. This causes the cannon to build up energy. When you're ready to fire, release the fire button to send a devastating bolt of plasma at your target of choice. Inside the structure on the left you can find more ammo for your Assault Rifle.

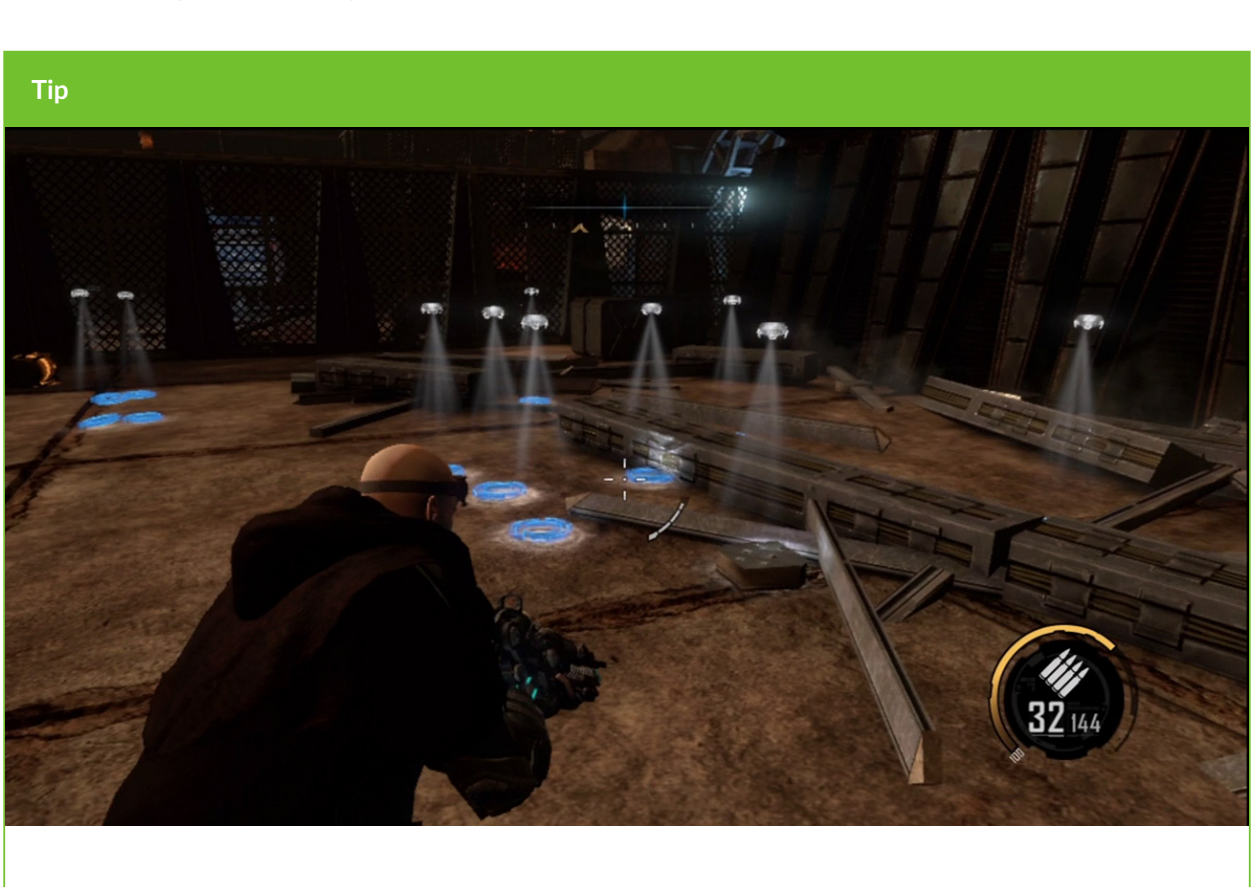
New Objective:

Destroy the Solar Towers

DESTROY THE SOLAR TOWERS
1/3 DESTROY
12m
2 1 144

When you're finished playing with the Plasma Cannon, advance along the path ahead. Darius discovers that the door ahead is blocked by an energy shield. S.A.M. suggests destroying the nearby power sources to deactivate the shield generator. There are three large solar towers powering the shield, and many ways to topple them. The easiest way is by shooting the red barrels next to the towers using your Assault Rifle. The barrels explode, knocking out the tower supports and causing them to topple. Alternatively, you can use the Maul or Plasma Cannon to target each tower directly. As you can see, there are many ways to interact with the environment, so get creative. Once all three towers are destroyed, the energy shield is deactivated, allowing you to pass through the next passage.

Tip

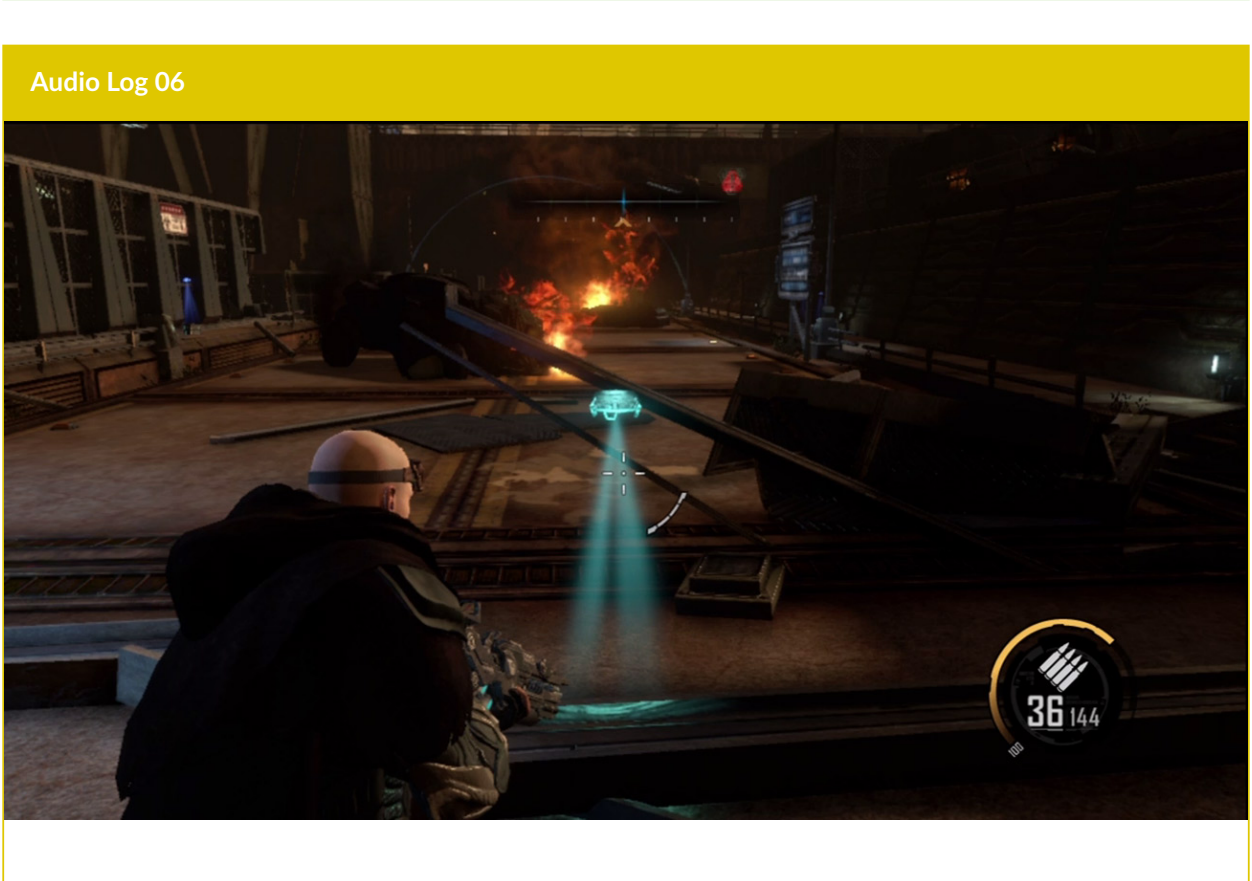


After toppling each tower, be sure to pick up the salvage left behind. Salvage acts as currency, allowing you to purchase new upgrades. Just about every object that can be destroyed leaves behind these pick-ups. Take your time moving through each level and try to destroy as much as you can to harvest more salvage from the debris. Large deposits of salvage can also be found in blue cylindrical containers scattered across each level.

Nanergy!

Keep your eyes peeled for salvage. Collect 25,000 pieces of salvage to unlock the Nanergy! achievement/ trophy. This takes a long time to earn, so start collecting now!

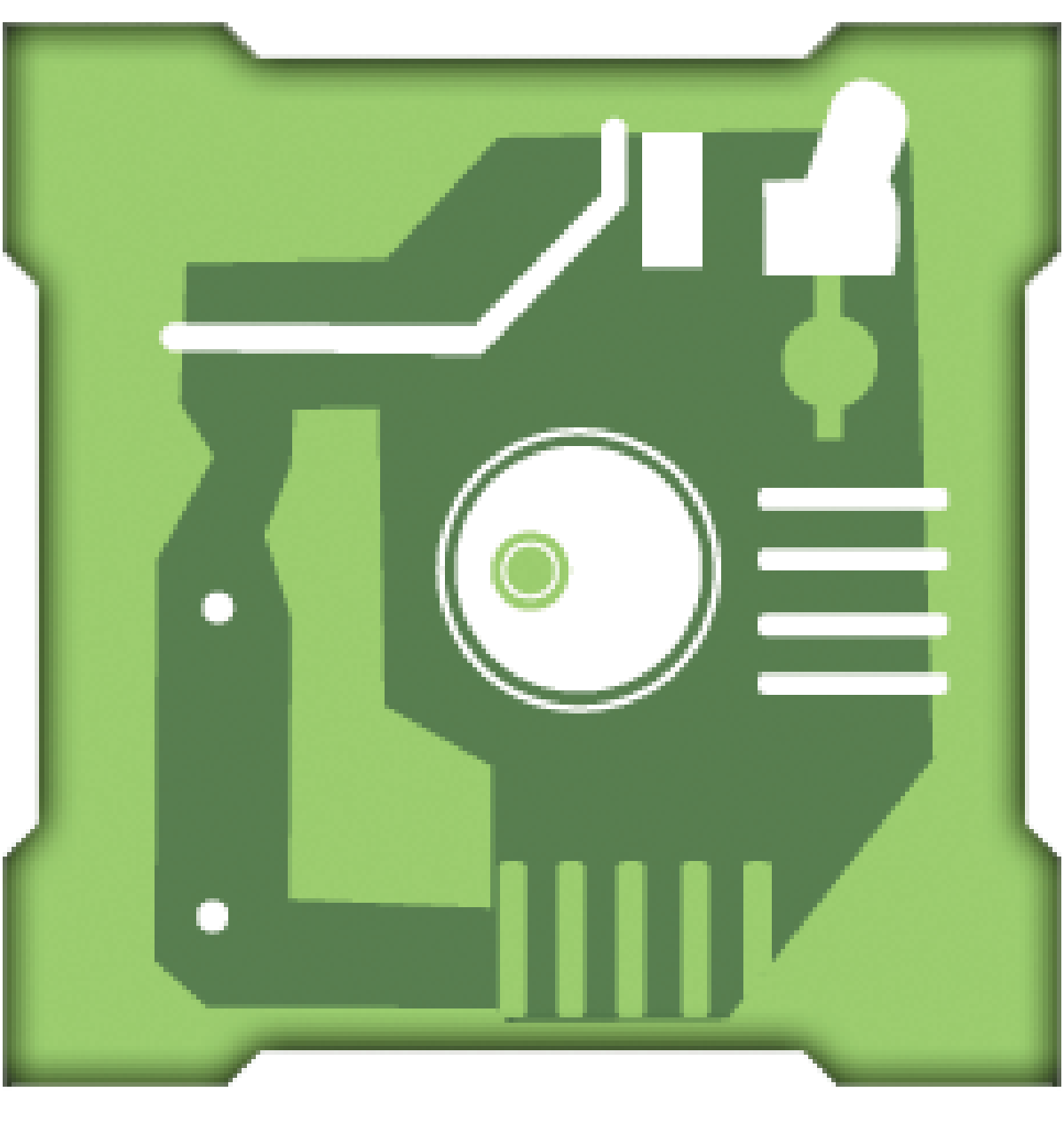
Audio Log 06



Before leaving this area, search the paved road between the two towers on the right to find this audio log. Audio logs reveal more backstory as told through the personal entries of various individuals. There are 37 collectible audio logs scattered throughout the campaign. Audio logs are stored and can be replayed through the game's Extras menu.

Audio Log 06: Last day in uniform tomorrow. Don't know how I feel about that. The Red Faction is all I've known my whole life. . .but I made a promise to Marie. She worries too much. Should be slow tomorrow. Just a routine patrol around the Terraformer and then I'm officially retired.

Chronicler



Listen to a total of 40 audio logs to earn this achievement/trophy. Although there are only 37 audio logs found within the game word, ten more are automatically retrieved during a cutscene later in the game. Therefore you must find at least 30 of the 37 audio logs to unlock the Chronicler achievement/trophy.

Red Faction forces have breached the Terraformer facility. Following an incoming air strike on a distant bridge, rush toward the armored personnel carriers ahead. Along the way, target the red barrels at the base of another tower. After the tower topples, gather the salvage left behind. There's also ammo and more salvage by the nearby gated structure. When you're finished looting the area, catch up with the LAVs.

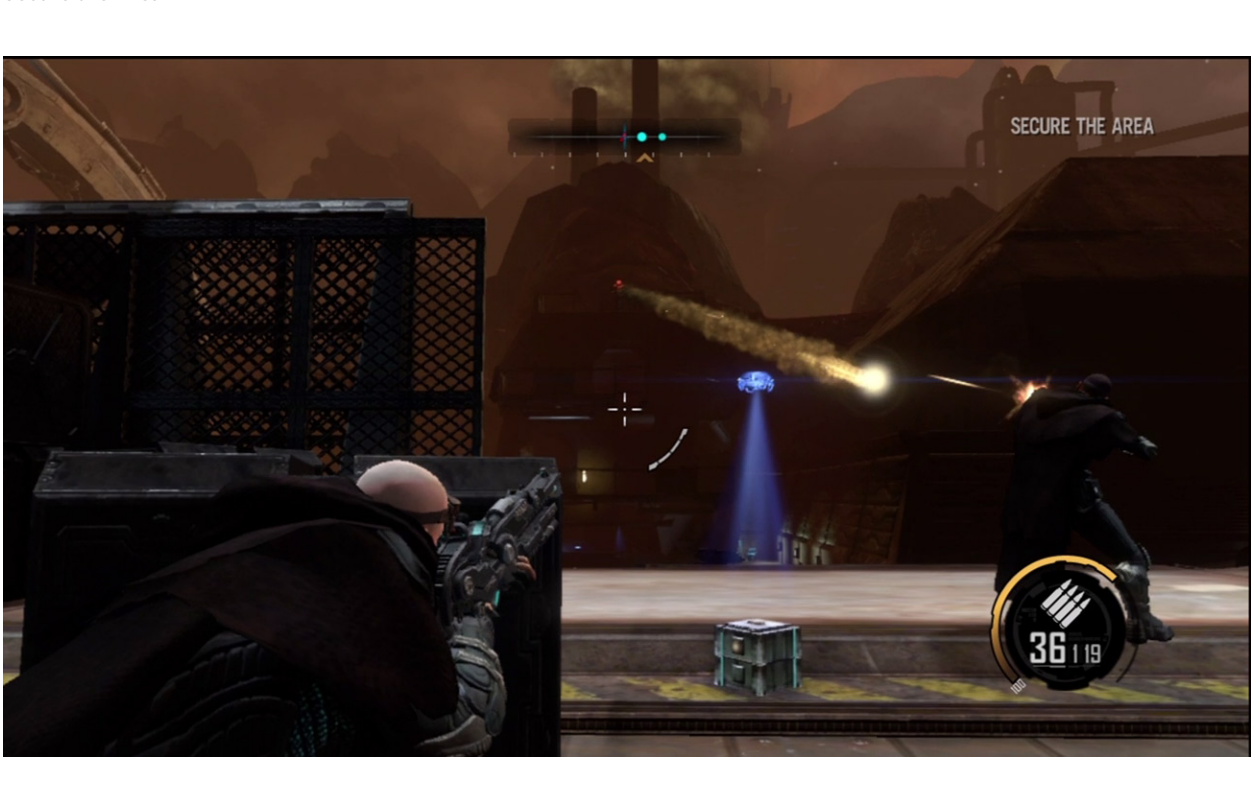
CANCEL
0 1 005

Just ahead, you come under fire from a tower occupied by cultists. Instead of targeting the cultists directly, use the Plasma Cannon to take out three of the tower's legs. Eliminating three legs causes the whole structure to come tumbling down, killing the cultists in the process. As you can see, the Plasma Cannon is an extremely devastating weapon capable of toppling entire structures. Look for opportunities to put its destructive capabilities to use.

In the road ahead, you come under attack by more cultists. This time rely on your Assault Rifle and target the enemies directly. The Assault Rifle is a fully automatic weapon, and as such, exhibits a fair amount of recoil. Fire the weapon in short bursts to mitigate muzzle climb. For best results, go for headshots to drop the cultists quickly. If necessary, use the rubble on the left or right sides of the street for cover. Once the street is clear, press ahead and search for ammo in the small structures on the right side of the street.

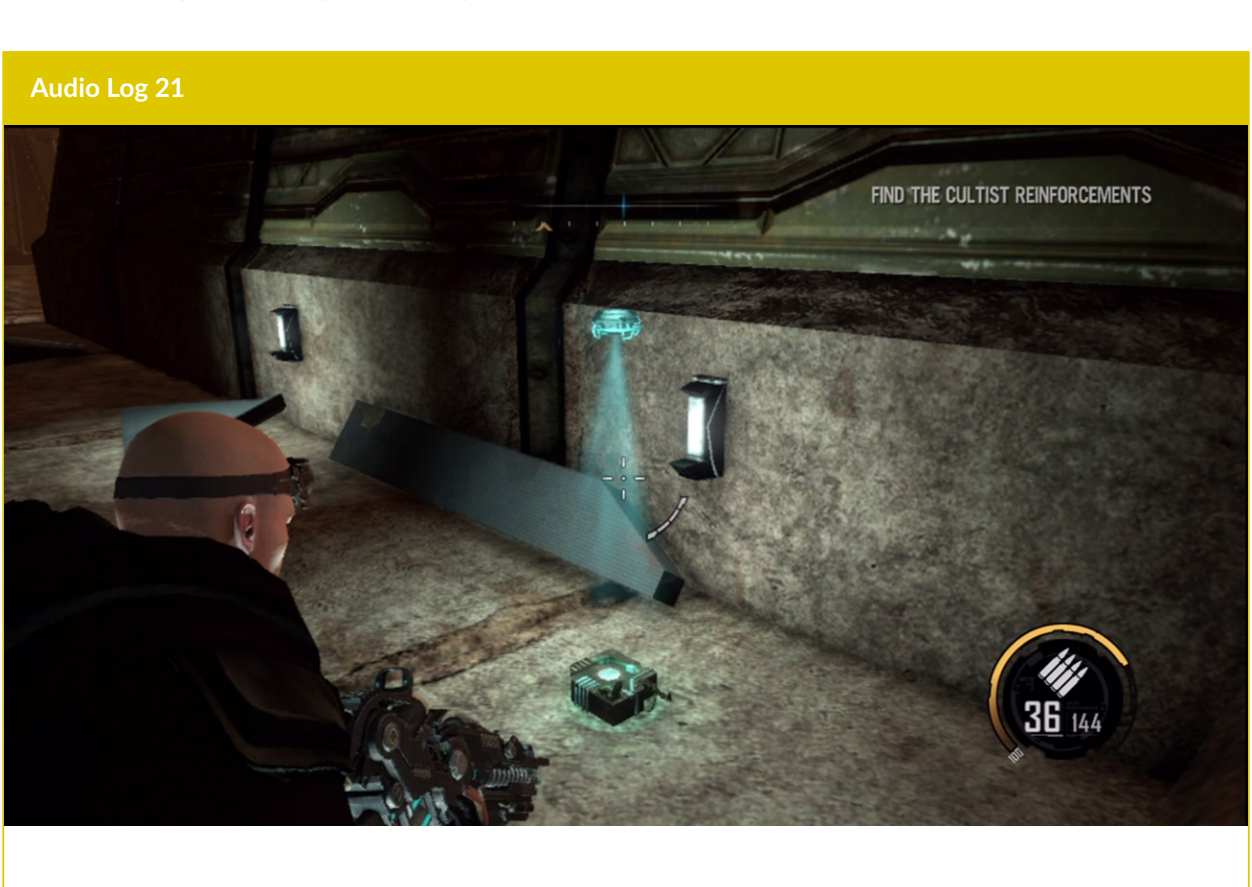
New Objective:

Secure the Area



A Red Faction dropship has just deployed more friendly infantry ahead. Meanwhile, Winters reports that his company has reached their objective, but without Darius, they can only secure the perimeter. Darius tries to notify Winters that he's nearby, but S.A.M. is unable to relay the transmission. Assist the freshly deployed Red Faction troops ahead. They've come under fire from a building on the right side of the road. Using your assault rifle, pick off the cultist manning a rocket turret on the top floor—this guy poses the biggest threat to you and your allies. Once he's down, use the Plasma Cannon to tear apart the structure, dooming the remaining cultists hiding inside.

Audio Log 21



There is an audio log on the ground behind the building that the cultists occupied. Be sure to grab it before moving out.

Audio Log 21: Jason Paul, ID number 6-0-0-4-5. Evening report. Nothing. As usual. Sectors 1 through 36 are quiet and humming along. I swear I could take a four-hour nap and nobody would notice. Shoulda went into mining. Nothing exciting ever happens here.

New Objective:

Find the Cultist Reinforcements

FIND THE CULTIST REINFORCEMENTS
Sergeant Winters
25 144

After eliminating the cultists in the building, Darius is finally able to make contact with Winters. Winters is relieved to hear that Darius is still alive, but there's no time for a cheery reunion. Winters needs Darius to fight his way inside the Terraformer and stop Hale. After talking to Winters, destroy the large red containers to gather some more salvage. You can also find more ammo and salvage in the building previously occupied by the cultists, across the street. Despite the urgency of the situation, take your time to scour the area for more pick-ups.

Tip

FIND THE CULTIST REINFORCEMENTS
Full
Full
Full
Full
25 155

If you're ever confused about where to go next, access the GPS function. This causes the current objective to flash across the HUD. A series of yellow arrows also appear, highlighting the path to the current objective.

ELIMINATE THE CULTISTS
RELOAD
12 144

As you advance, you come under fire by more cultists occupying another building. Once again, equip your Plasma Cannon and fire a couple of shots at the bottom floor. This is enough the topple the structure, killing all the cultists inside. As you turn to the right, blast the two red storage tanks to eliminate more cultists standing nearby. The explosion also topples another tower, leaving behind more salvage. But be sure to eliminate all cultists in the area before hunting for treasure. The Assault Rifle is ideal for picking off the remaining survivors. Once the area is clear, scout the nearby structures and debris for ammo and salvage.

New Objective:

Repair the Bridge

REPAIR THE BRIDGE
3m
27 153

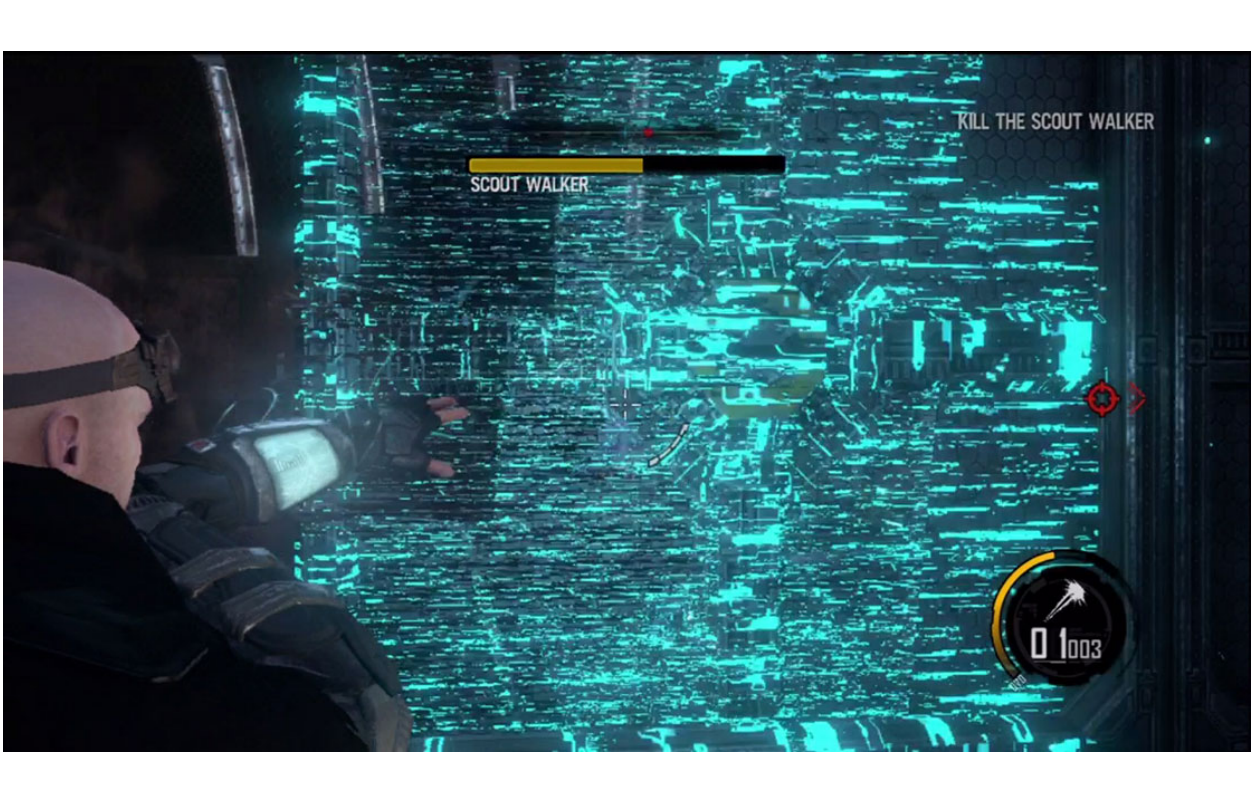
When you come to a concrete barrier, jump over it and drop down onto the road below. At this point S.A.M. notifies you that the Nano Forge is back online. Turn toward the destroyed bridge and repair it using the Nano Forge. The repair function has limited range, so you must be very close to a destroyed structure to repair it. Move next to the destroyed bridge and hold down the repair button. Walk across the newly repaired section of the bridge and continue moving and repairing until you reach the other side. Anything that can be destroyed can be repaired with the Nano Forge. If you've accidentally destroyed a critical path necessary for you to reach an objective, you can always repair it.

New Objective:

Kill the Scout Walker

KILL THE SCOUT WALKER
SCOUT WALKER
31m
CANCEL
0 1 004

Activate the switch on the wall to enter the next chamber. Here you're confronted by a Scout Walker. Immediately take cover behind the stacks of crates to avoid its devastating attacks. The Plasma Cannon is the quickest way to eliminate this threat. But you must charge the weapon before firing, leaving you vulnerable to counterattacks. Charge the weapon while behind cover, then only pop out of cover briefly to fire a bolt of plasma at the Scout Walker.

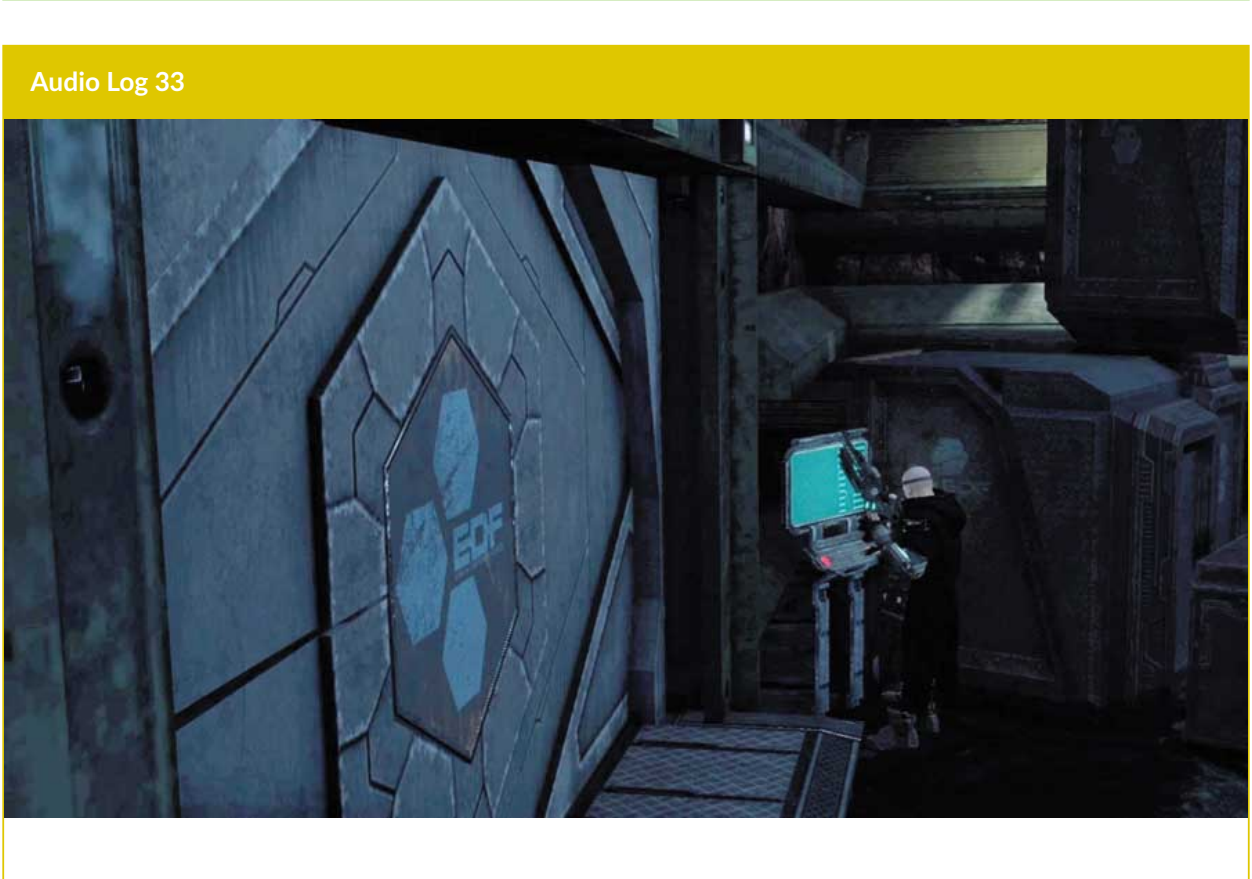


Your cover won't last long. As the Scout Walker destroys the crates you're hiding behind, use the Nano Forge to repair them. During this fight it's extremely important to keep cover between you and the Scout Walker at all times. Keep repairing the destroyed crates to give you a hiding spot, but don't get so involved in repairing crates that you forget to attack. The health of the Scout Walker appears in the yellow status bar at the top of the HUD. When this bar is depleted, the Scout Walker is destroyed, clearing a path to the Terraformer's interior. Once the Scout Walker is down for the count, scour the chamber for salvage and ammo. Once you're ready to continue, hold down the button shown on screen to enter the Terraformer.

Unto the Breach

Defeating the Scout Walker and entering the Terraformer earns you the Unto the Breach achievement/trophy.

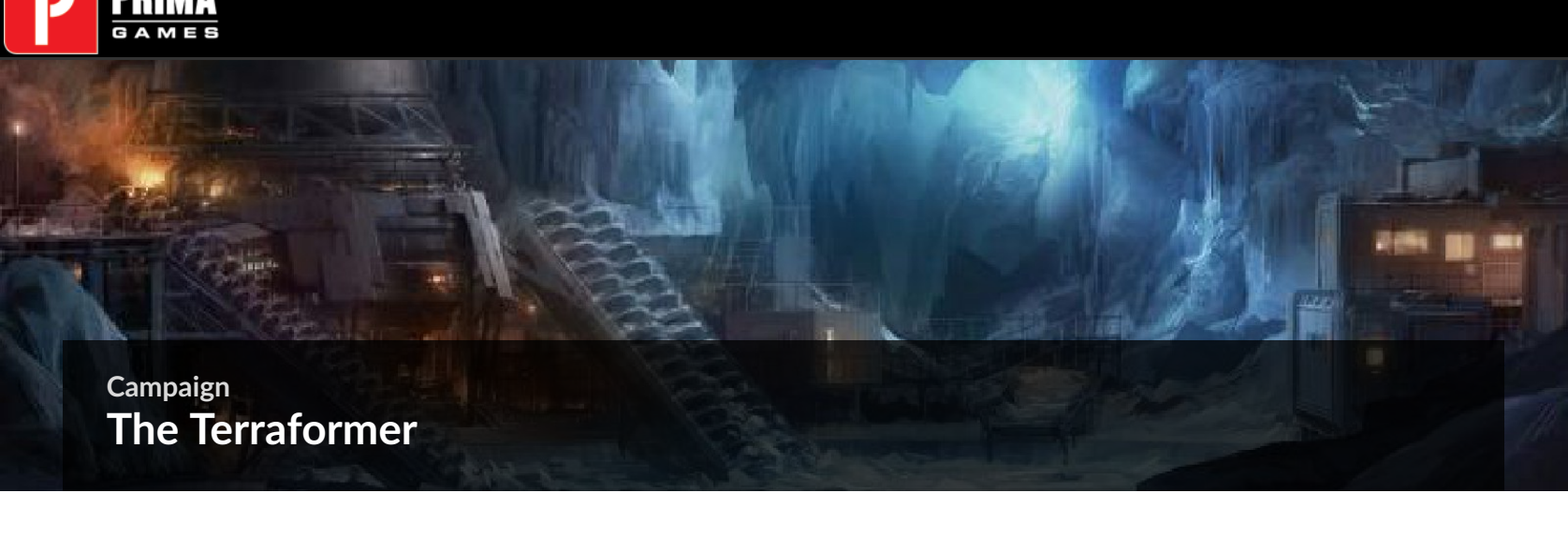
Audio Log 33



After completing the level, Audio Log 33 is automatically unlocked. You can listen to it by accessing the Extras menu.

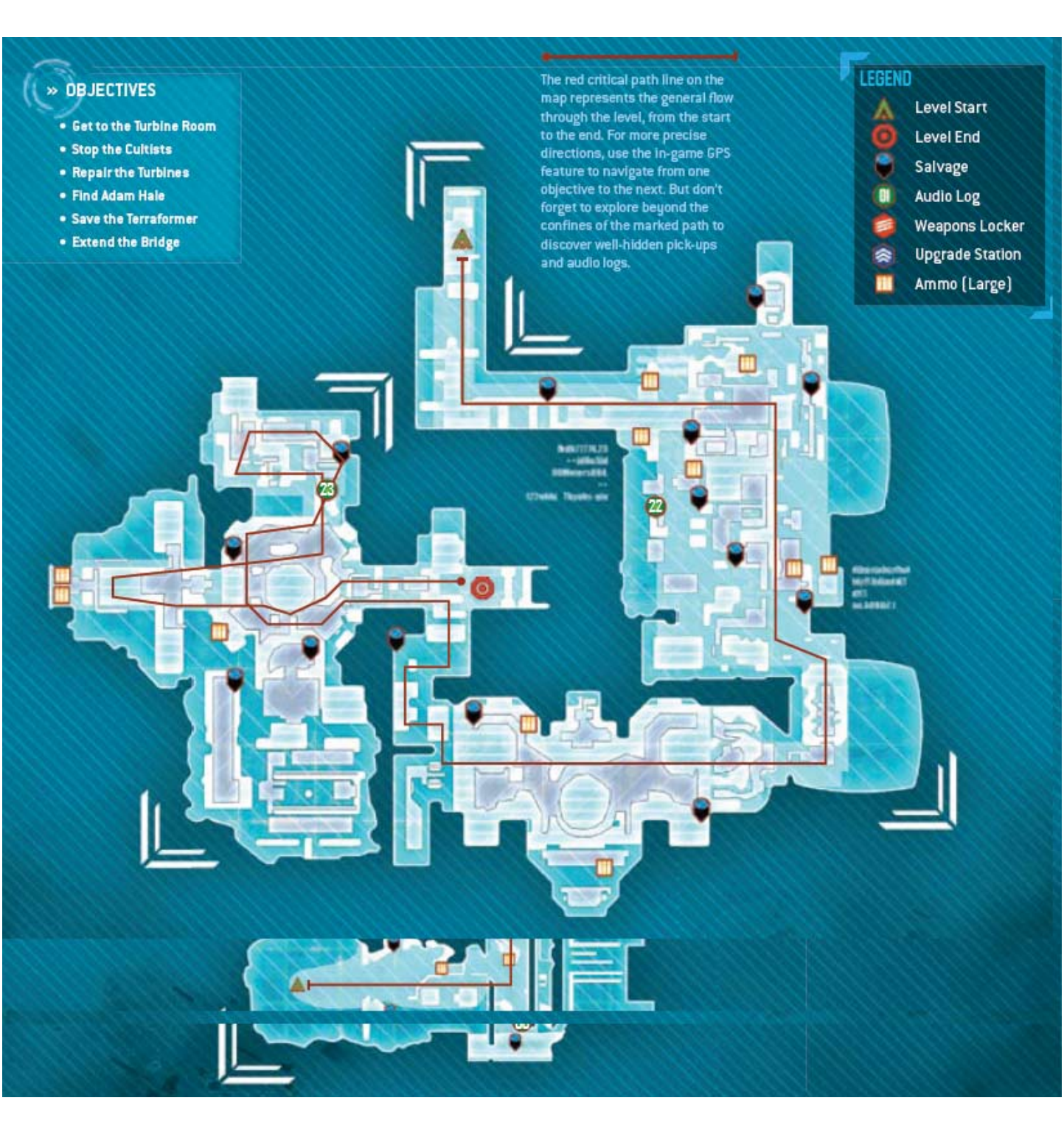
Audio Log 33: They call us terrorists. Fanatics. Us? It wasn't us that drove us from our homes. Into exile. . . They hate us. Fear us. Why? Because they are jealous. They are scared. They know who we are.

They know we are the true Masters of Mars, and because of this they must destroy us. Destroy our very way of life. . . My children, we are not the outcasts. We are the chosen. And we will be triumphant.



Campaign

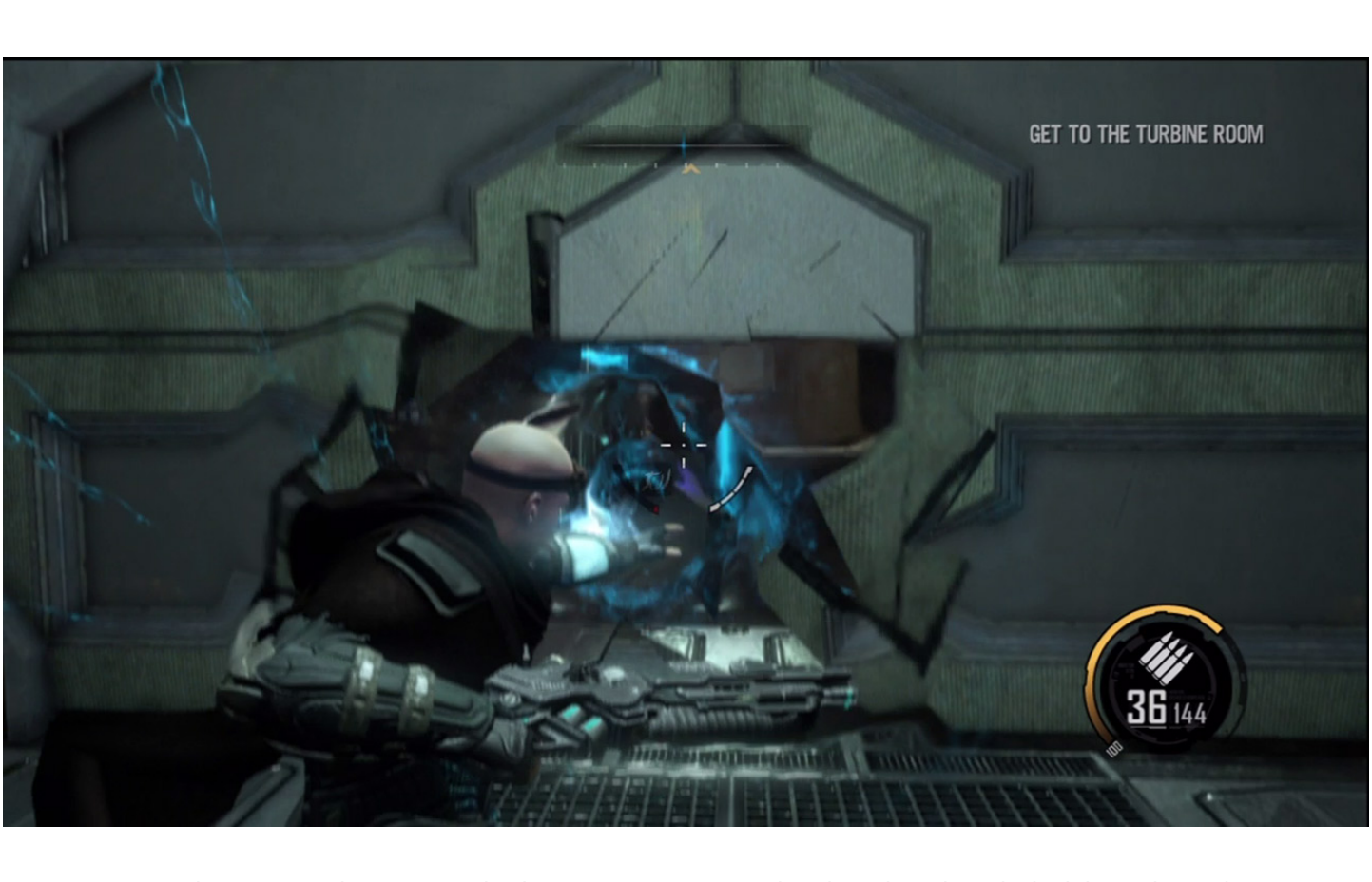
The Terraformer



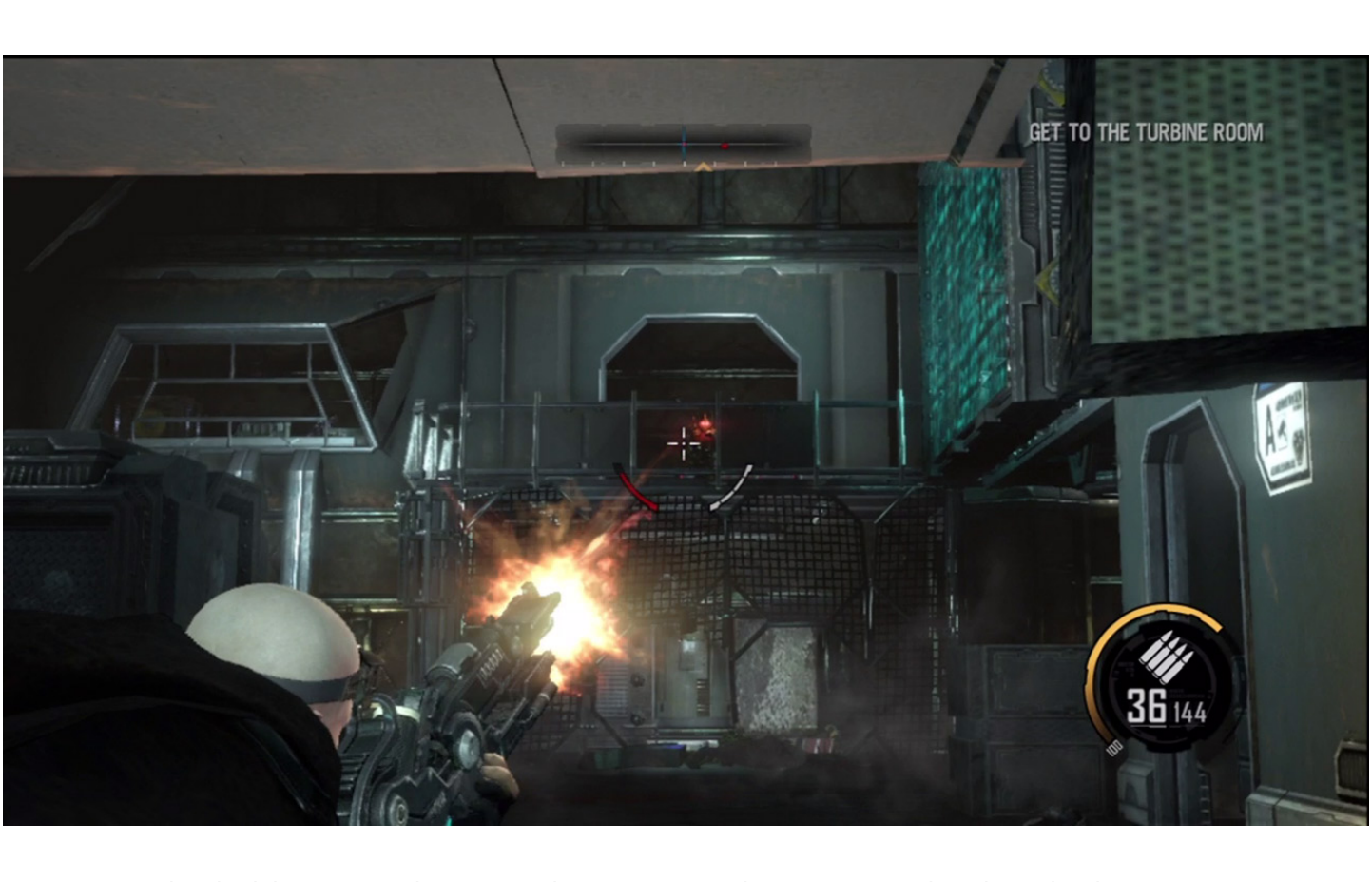
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

New Objective:

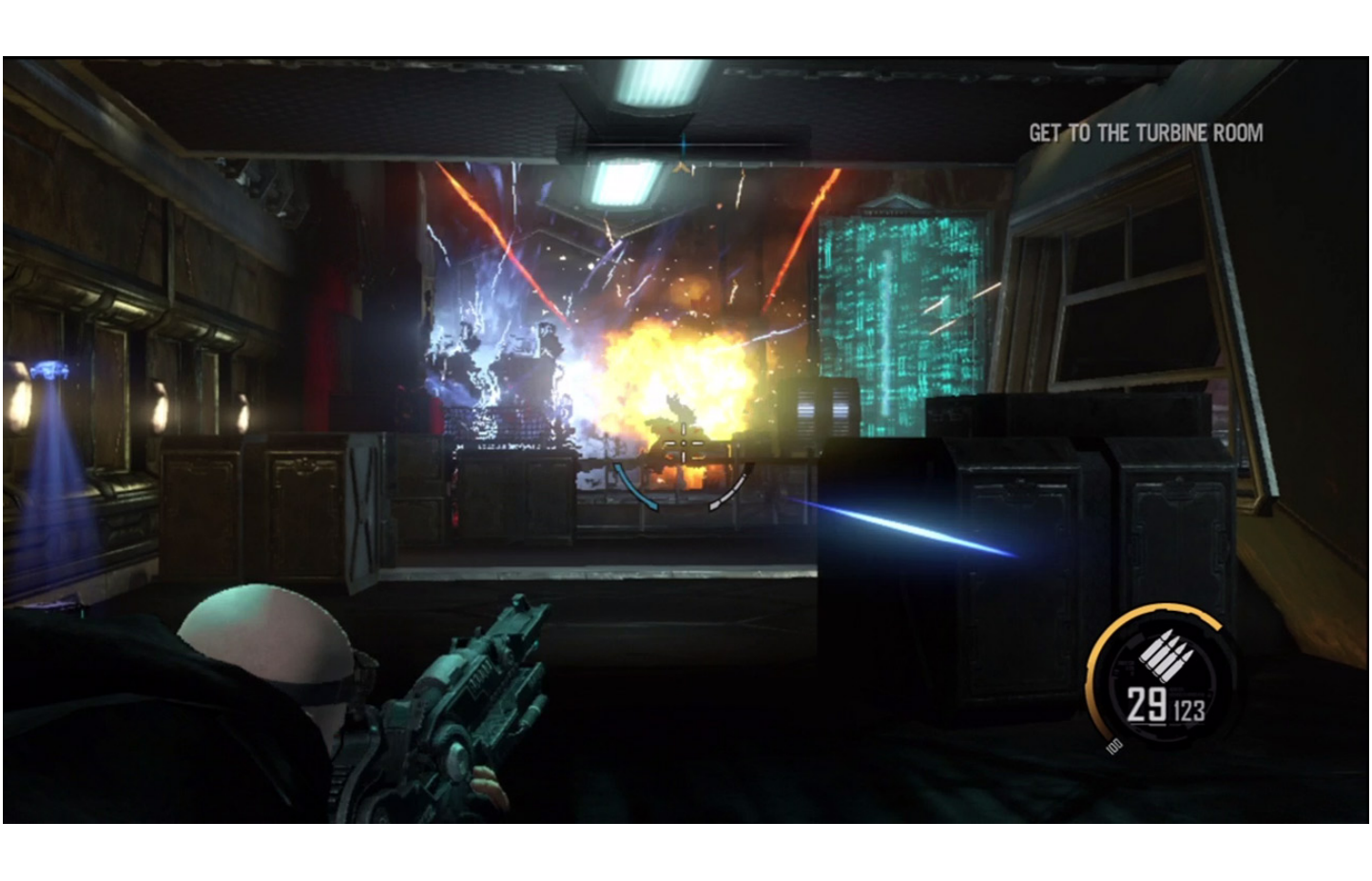
Get to the Turbine Room



As Darius enters the next corridor, Winters checks in, informing Darius that the cultists have locked down the facility—you don't have much time. Advance to the end of the corridor and turn to the left, to face a large gray door. This door won't open, so use the Nano Forge's Impact capability to knock a hole in the door. Simply face the door and tap the button shown on screen. Impact delivers a powerful shockwave of energy, blasting a hole in the door. Nano Forge abilities like Impact must recharge after each use. The blue energy meter to the left of the reticle indicates the Nano Forge's charge status. When this blue bar is completely full, the Nano Forge is charged and ready for use. The device also emits a high-pitched whine when the charge is complete. Enter the next corridor and blast a hole in the next door using Impact.



As you approach a third door, S.A.M. alerts you to the presence of cultists waiting on the other side. The presence of enemies also appears on the compass heading at the top of the screen in the form of red dots. The compass also gives a subtle reading of each enemy's distance—the larger the red dot, the closer the enemies are. Wait until one of the red dots grows large on the compass and then deploy another Impact at the center of the door. If your aim is accurate, the Impact eliminates the cultist on the other side, pounding them with debris punched from the center of the wall. But watch out for another cultist on a distant catwalk—use your Assault Rifle to take him out.

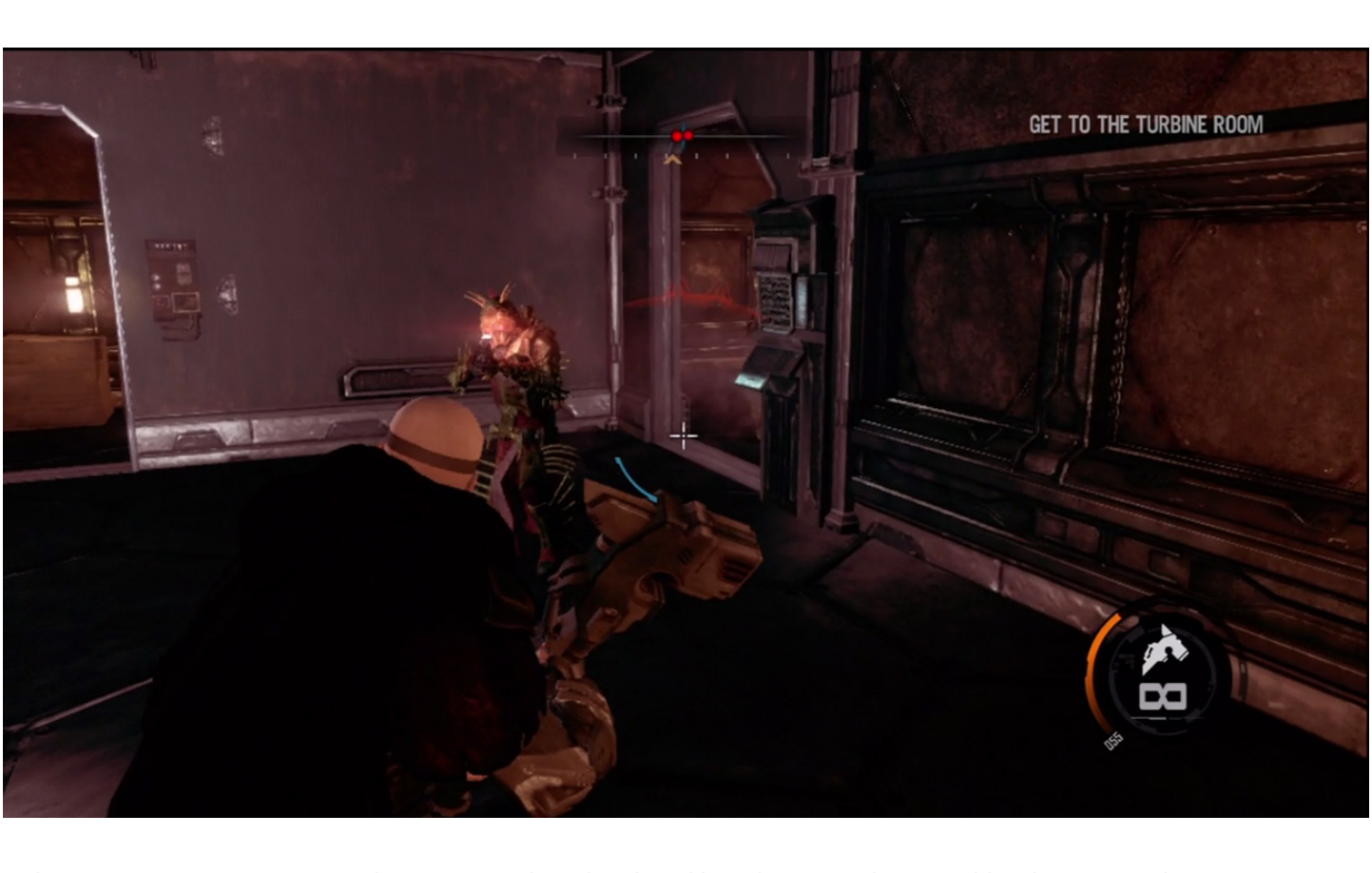


More cultists await in the next area to the right. Detonate the red barrels by shooting them with your assault rifle to quickly dispatch these enemies. Once the area is clear, search the nearby office for ammo and salvage. You can also destroy a few more red barrels and large red tanks for more salvage. However, be careful when targeting these explosive objects. Explosions can throw debris in your direction, inflicting damage. A couple of more cultists, including a cultist officer equipped with a rocket launcher, lurk in the passage ahead. Be ready to dodge their attacks while mowing them down.

Caution

Incoming rockets are extremely dangerous in tight spaces, capable of destroying walls and walkways. Do your best to avoid rockets by diving left or right.

If you find your path impeded by destroyed walkways, use the repair capability to restore these critical paths.

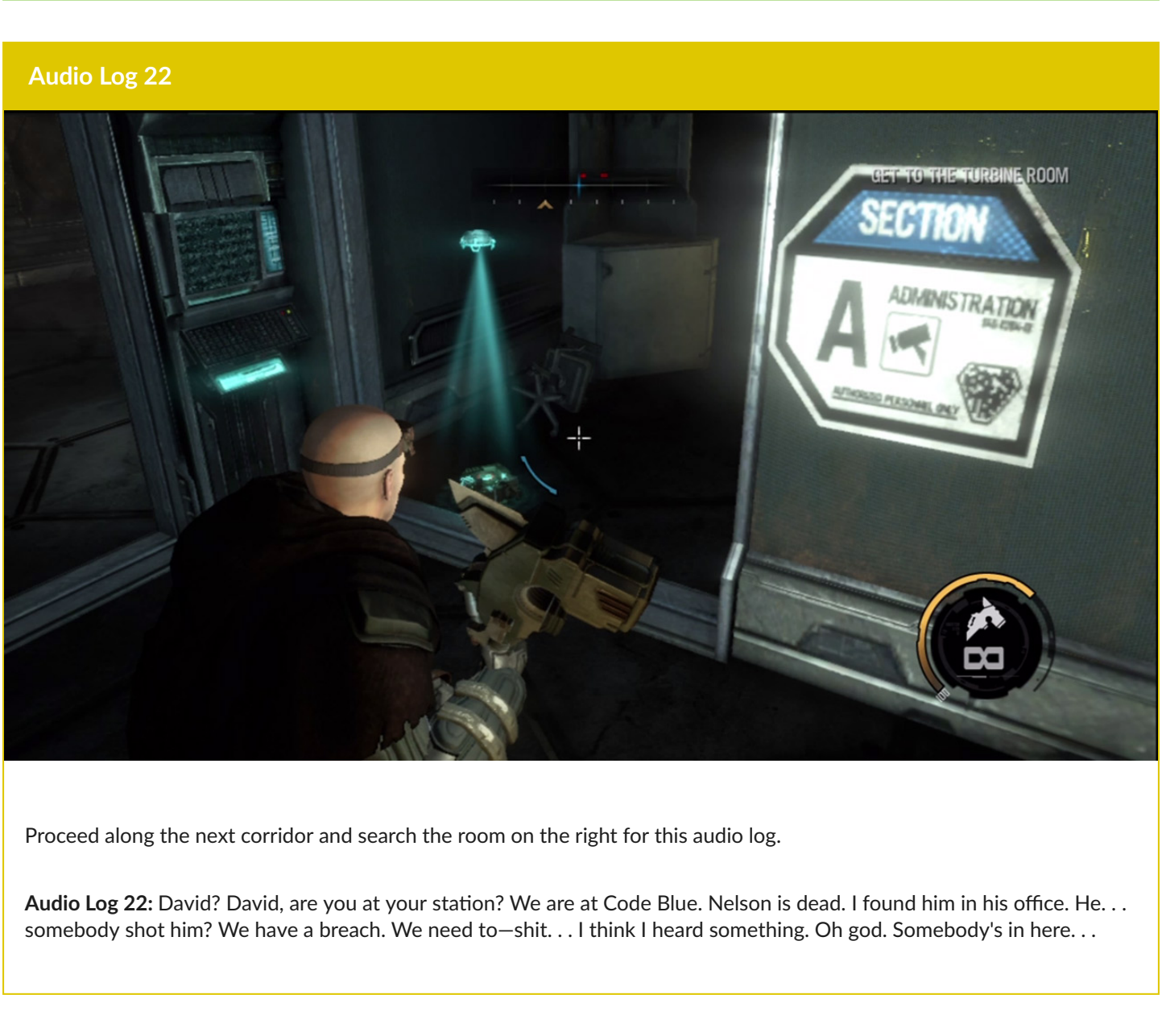


Fight your way past a few more cultists, putting those handy red barrels to use when possible. The GPS sends you up a series of ramps to an upper-level floor. Here you're confronted by more cultists at close range. Instead of trading fire with them, equip your Maul and finish them off with brutal melee strikes. All it takes is one hit with the Maul to eliminate each cultist. Chances are you'll take damage in the exchange, but if you act quick, you can drop all the enemies before your health reaches critical stages. As you can see, the Maul is a very competent close-quarter weapon.

In. The. Face.

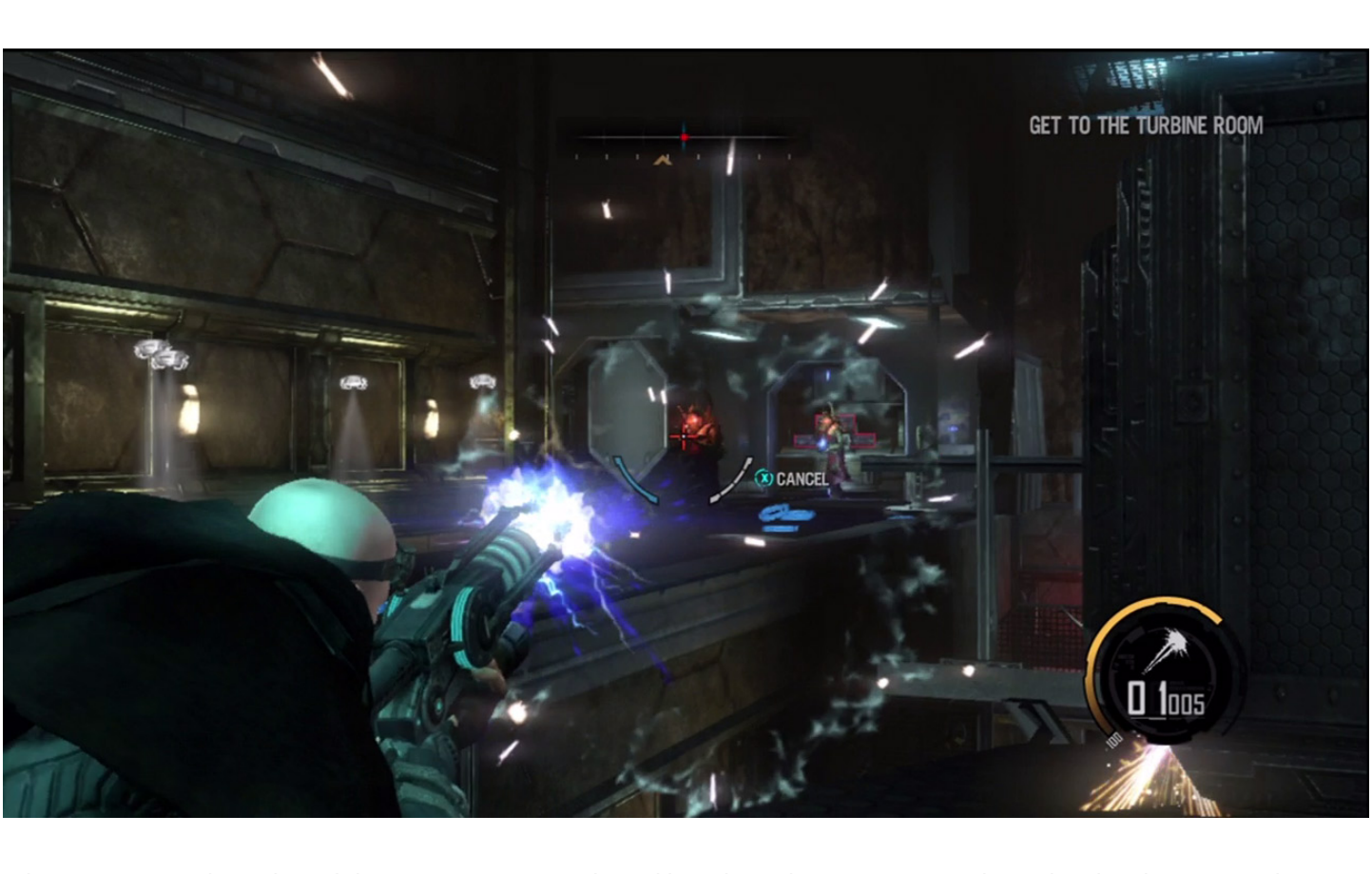
This achievement/trophy is awarded for killing every enemy type with the Maul. Each time you encounter a new enemy, equip the Maul and start swinging. While you can't unlock this chievement/trophy now, this is a good opportunity to score some Maul kills on cultists.

Audio Log 22



Proceed along the next corridor and search the room on the right for this audio log.

Audio Log 22: David? David, are you at your station? We are at Code Blue. Nelson is dead. I found him in his office. He. . . somebody shot him? We have a breach. We need to—shit. . . I think I heard something. Oh god. Somebody's in here. . .

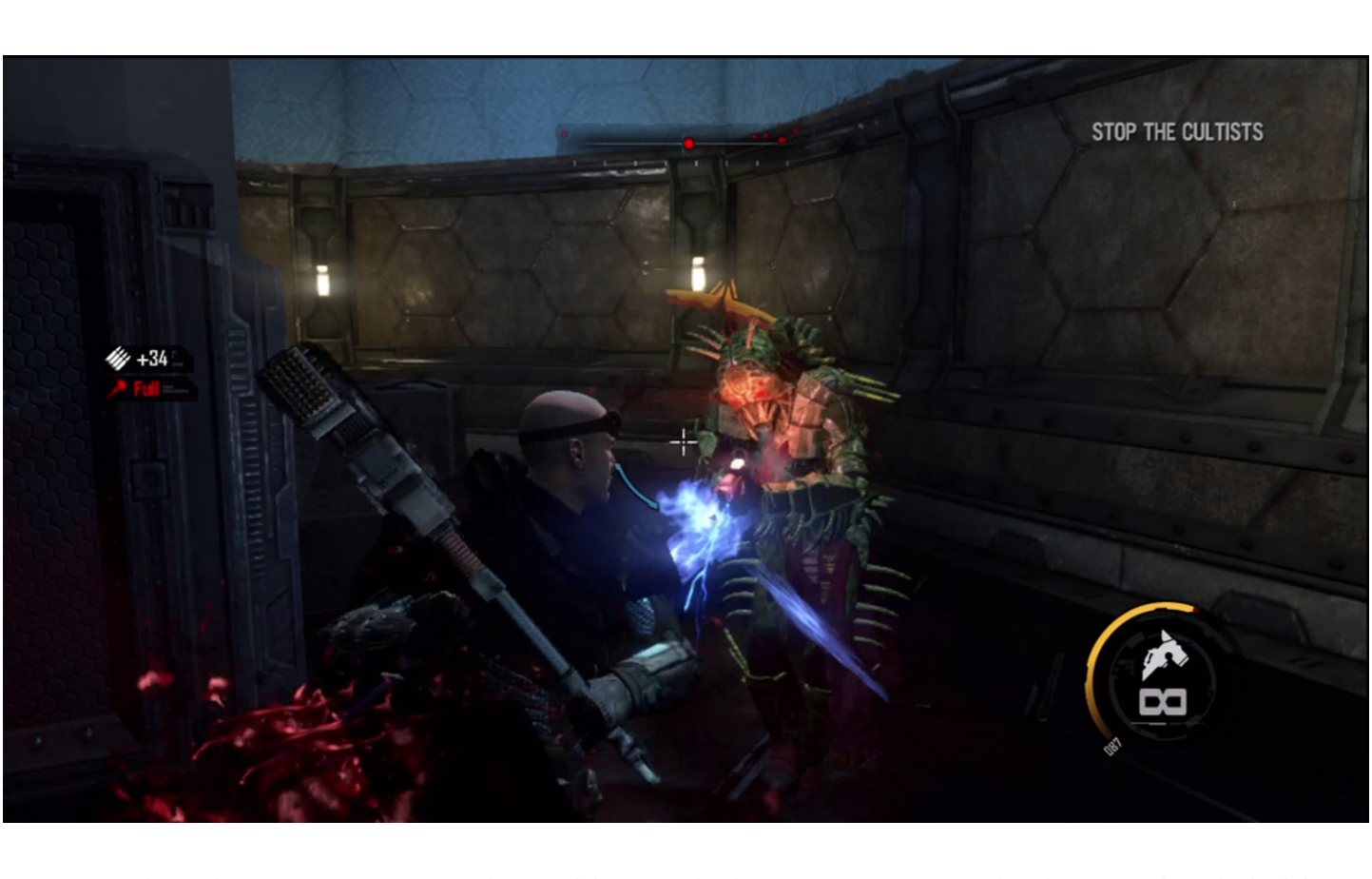


A large group of cultists defend the next room. Target the red barrels to eliminate some of them, then break out your Plasma Cannon to deal with the rest. Hold your ground and take cover behind the nearby crates if necessary while trading fire with the cultists. The Plasma Cannon is a devastating weapon, tearing large holes in the walls and walkway. Once the battle is concluded, repair all necessary walkways while following the GPS markers to the next area. As usual, be sure to search the surrounding areas for salvage and ammo along the way.

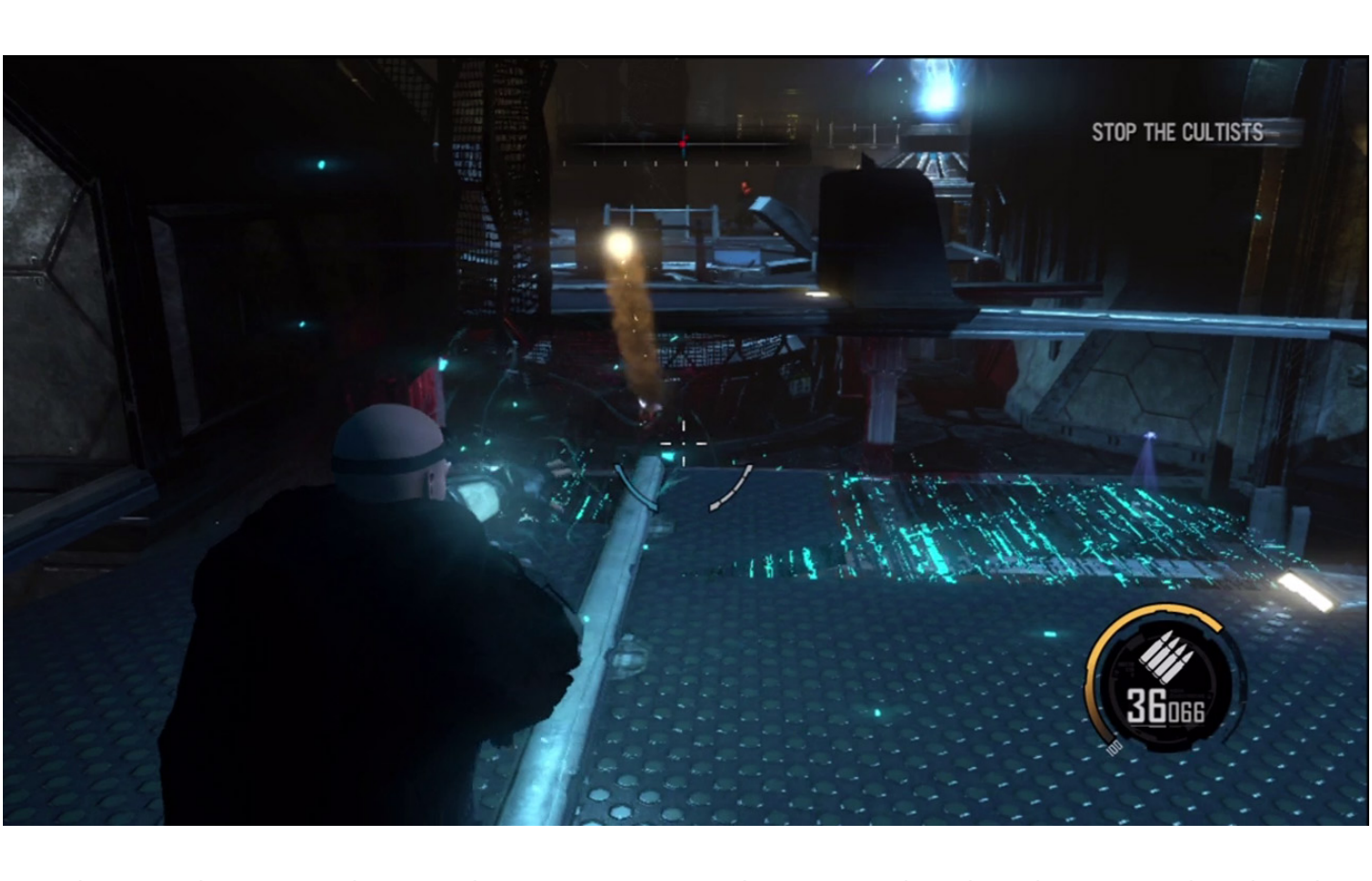
Turbine Room

New Objective:

Stop the Cultists



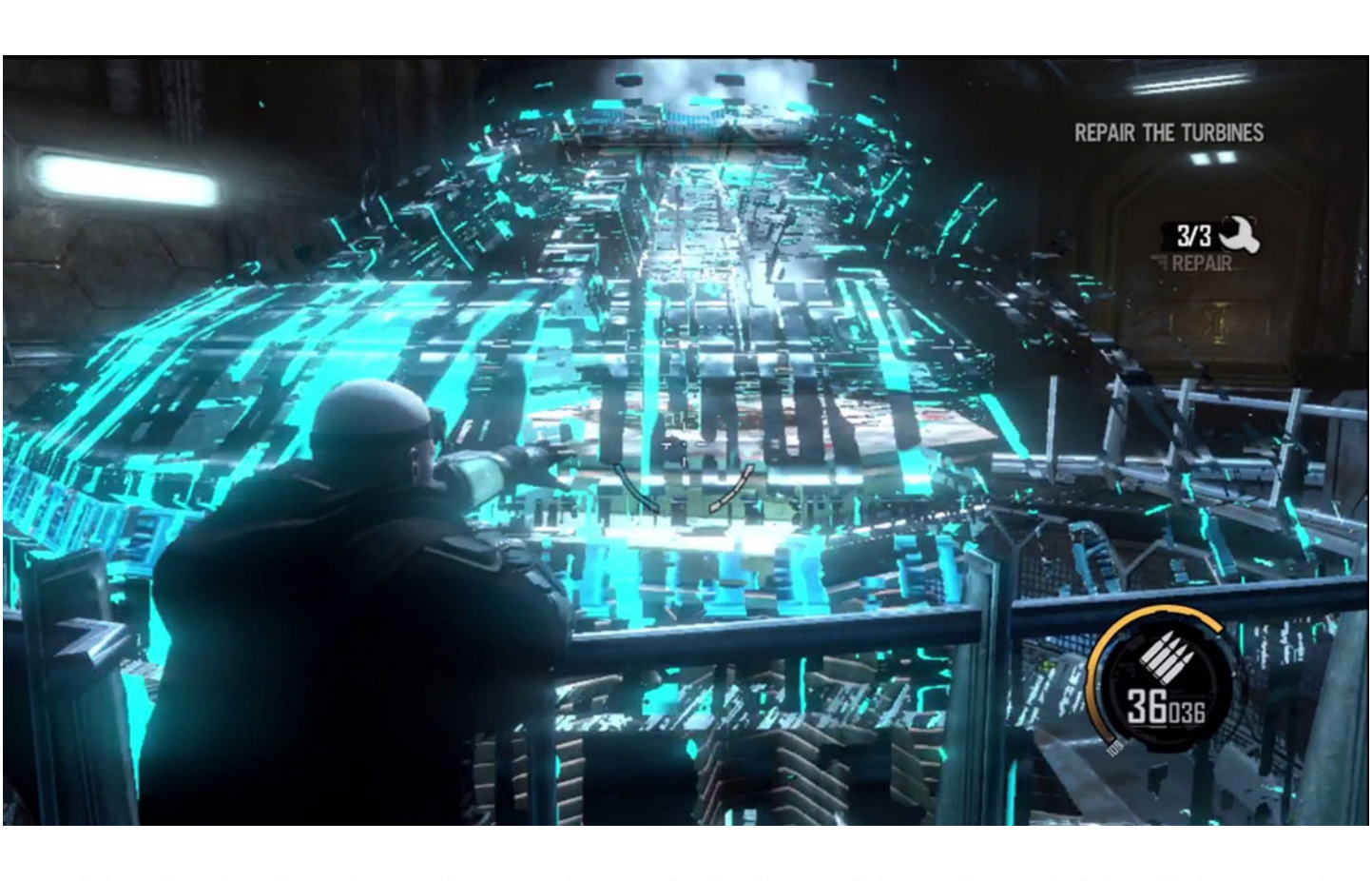
As you near the Turbine Room, you come under attack by several cultists. As Winters warned, Hale's troops have locked down this facility and are committed to its defense. Rush into the room and use the nearby crates for cover. Let the first few cultists advance on your position, then punish them with the Maul, smashing them with powerful melee strikes.



After eliminating the first few cultists near the room's entrance, use the compass to hunt down the remaining defenders. The Plasma Cannon is well suited for wiping out large groups of enemies, but it also destroys large swaths of the room in the process. During the fight, do your best to say on the room's upper level where you have a tactical advantage. If necessary, repair the walkways to prevent you from falling down to the lower level. A cultist officer equipped with a rocket launcher is capable of blasting away the flooring beneath your feet, so avoid the incoming rockets and eliminate this enemy as quickly as possible. If you do fall to the lower level, locate a ramp and climb back to the upper level. But even the ramps may have been destroyed in the chaos, requiring you to repair them.

New Objective:

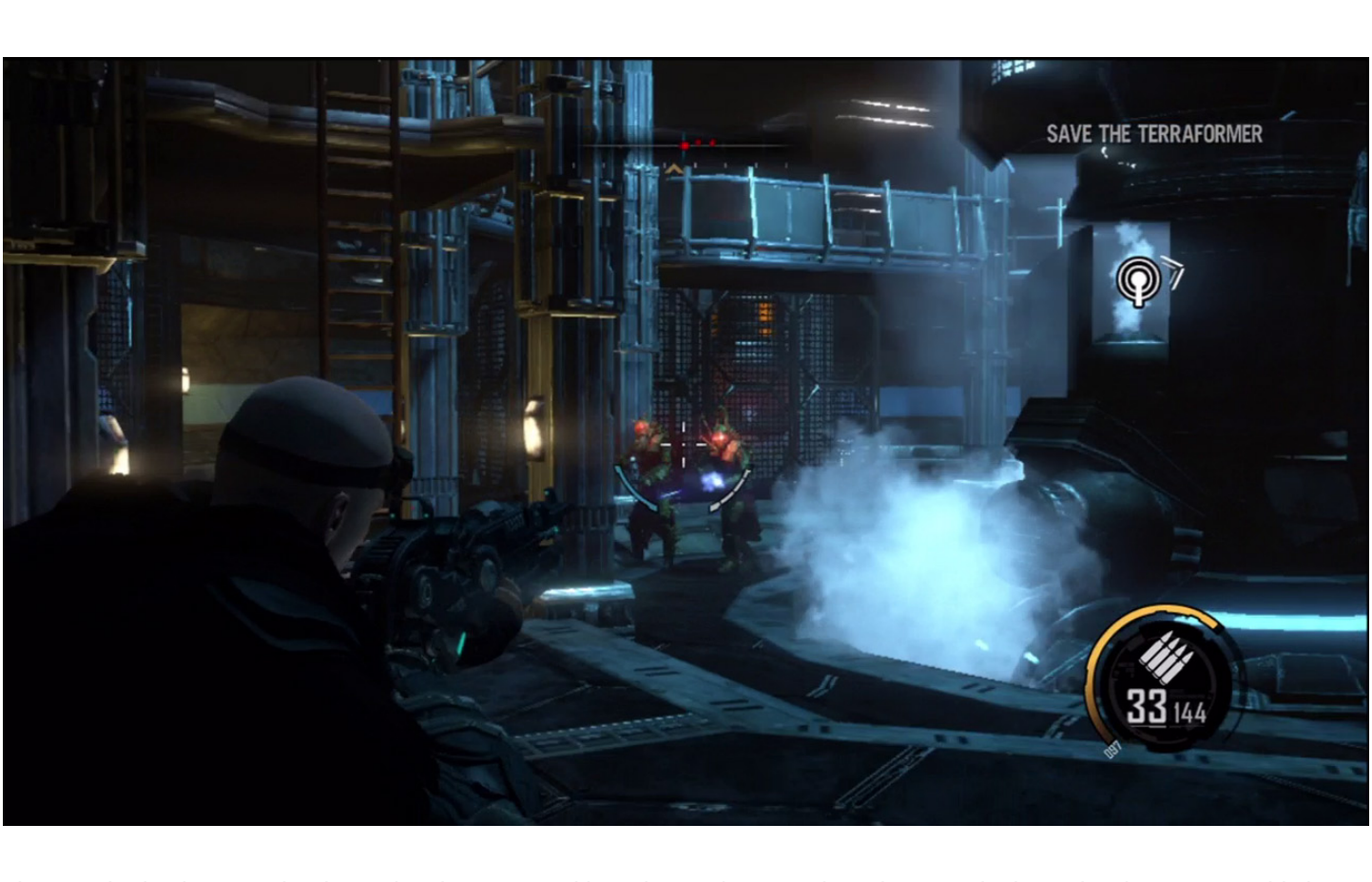
Repair the Turbines



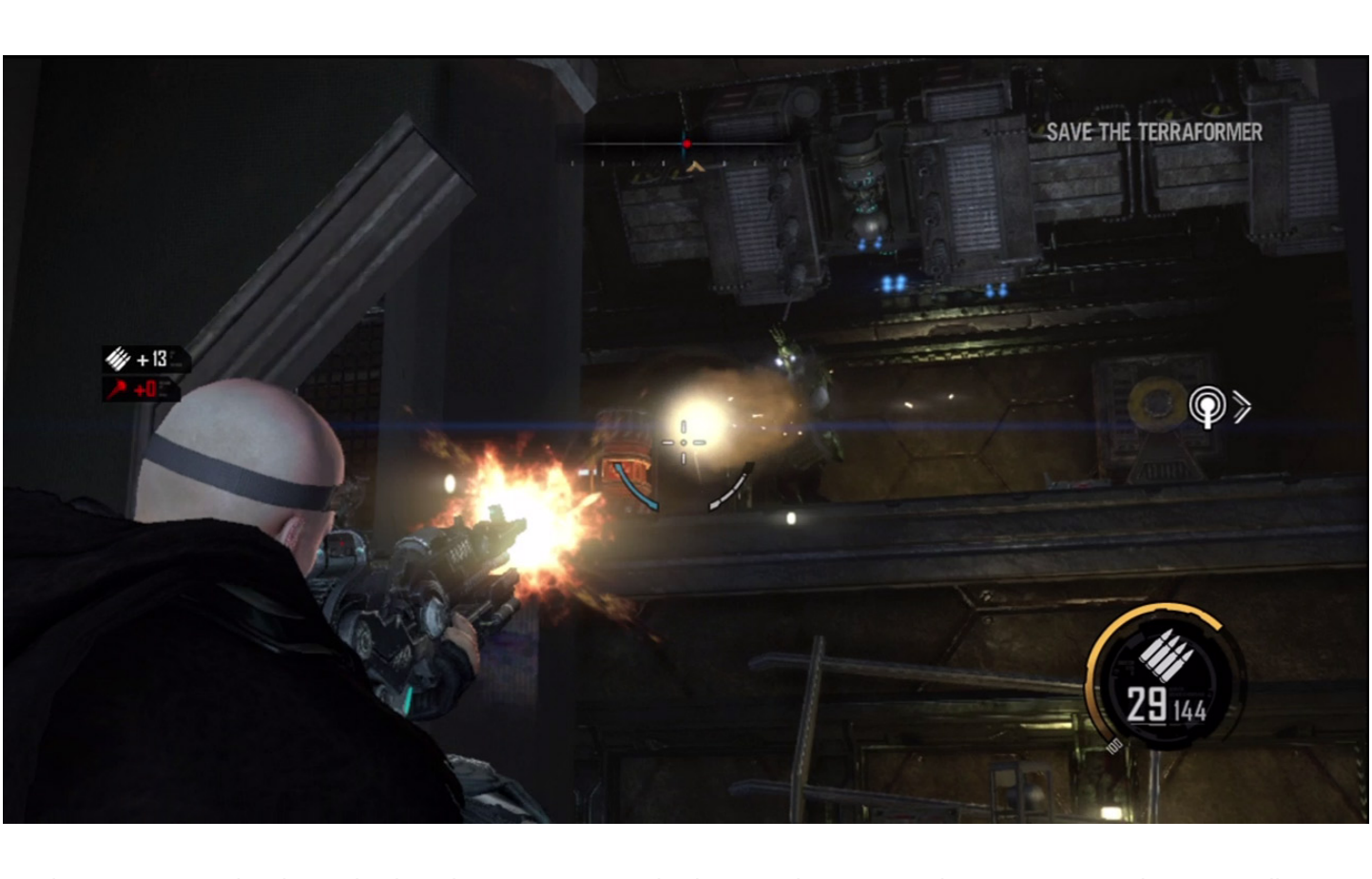
Once all the cultists have been eliminated, traverse the upper level and repair all three turbines, which have likely sustained heavy damage during the fight. You must be on the upper level to repair the turbines, so this may also entail repairing damaged walkways. Once all three turbines are repaired, scour the room for any ammo and salvage, and then follow the GPS markers into the next corridor on the upper level.

New Objectives:

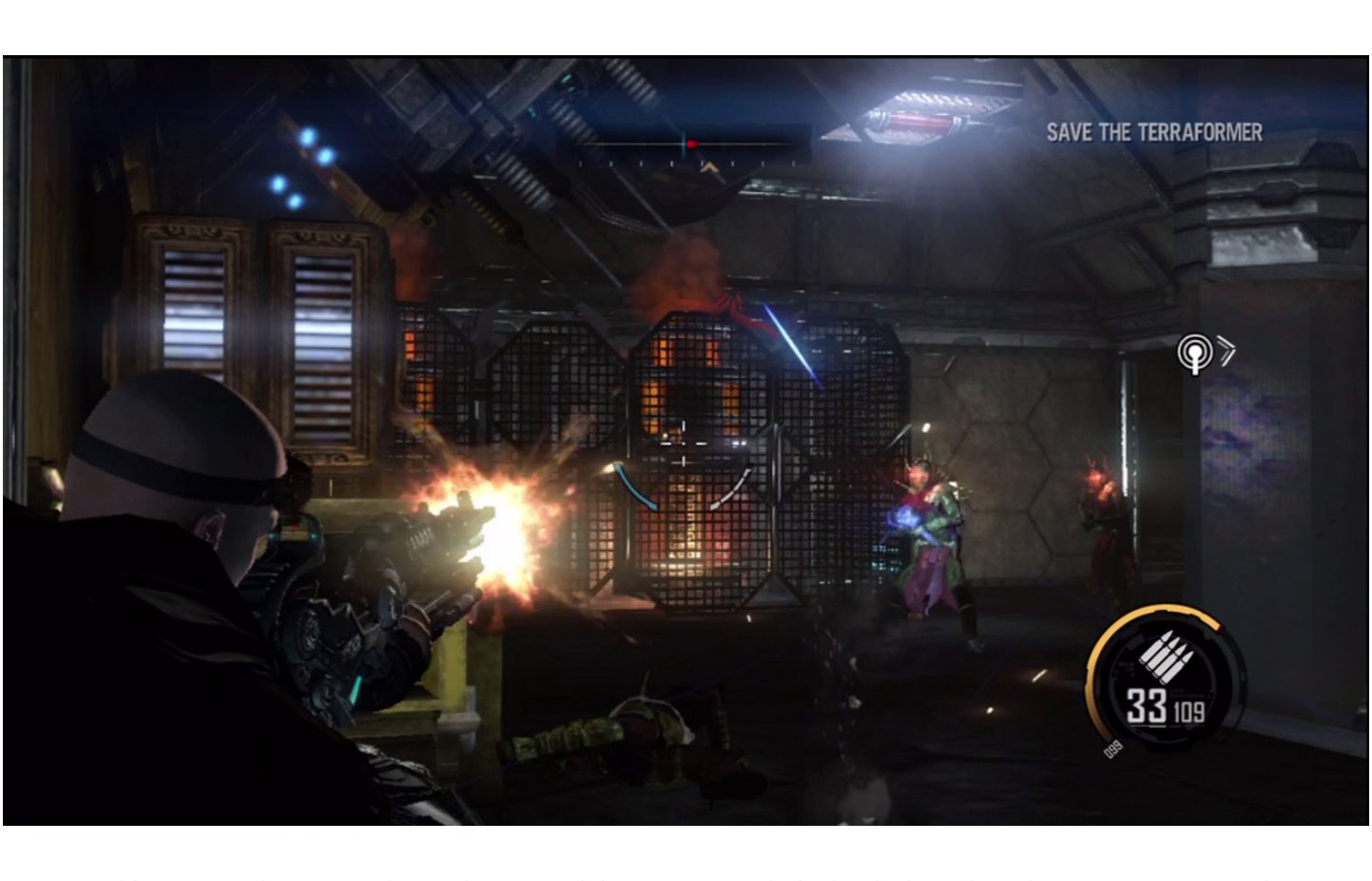
Find Adam Hale
Save the Terraformer



The corridor leads to another large chamber occupied by cultists. Eliminate the cultists on the lower level first, preferably by destroying the large red storage tanks or red barrels. Be sure to gather the salvage left behind following the large explosions. More cultists occupy the upper level as well. Locate the ladder and climb it up to the upper-level catwalk. Engage the cultists in the next corridor, and then advance across the catwalk, repairing damaged sections as necessary.

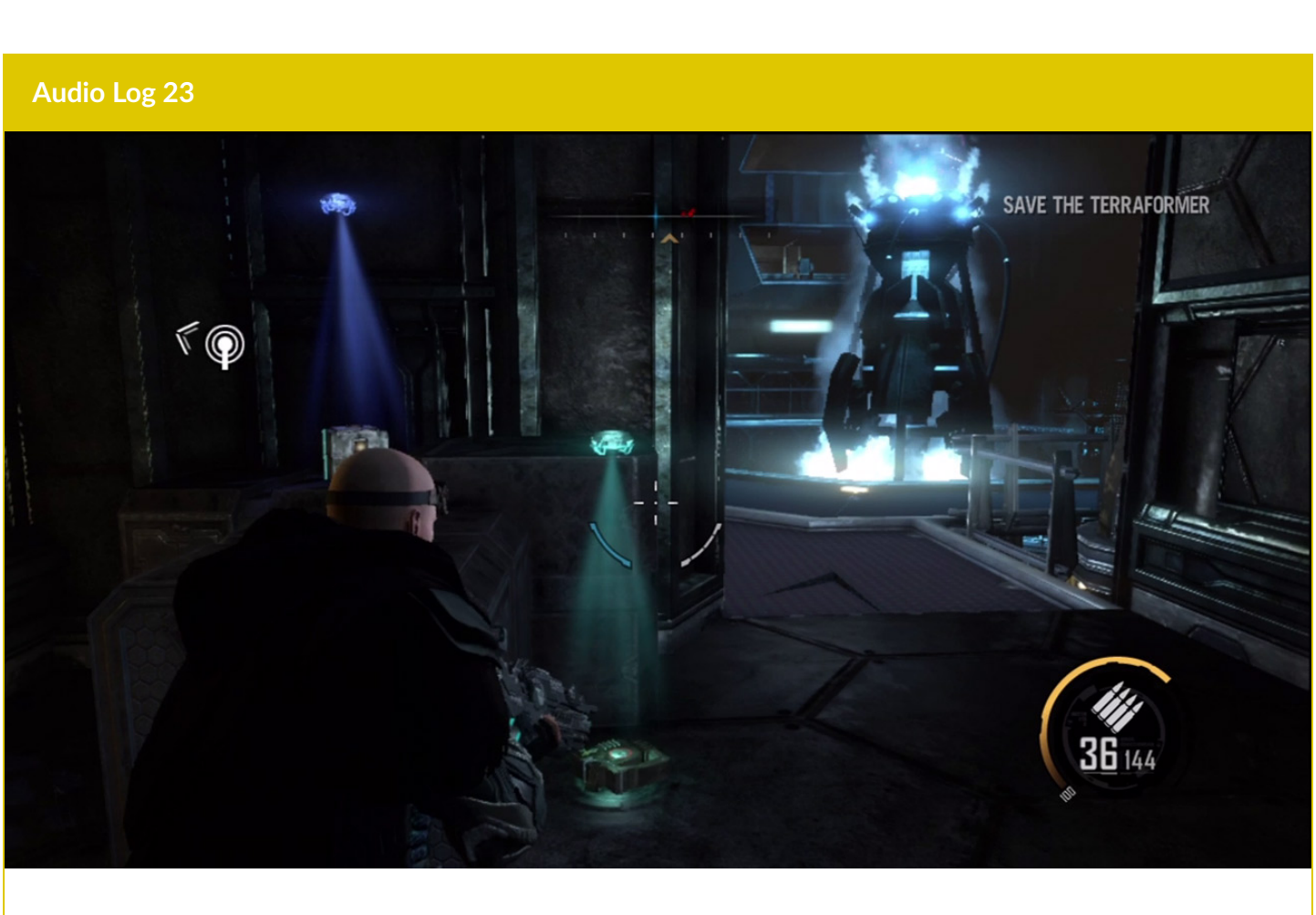


A cultist officer armed with a rocket launcher attempts to ambush you in the next corridor. He's positioned on a catwalk overlooking the doorway. Be ready to side-step his incoming rockets, then target the red barrel on his left to take him out quickly. There's also a large red storage tank to the left of the doorway.



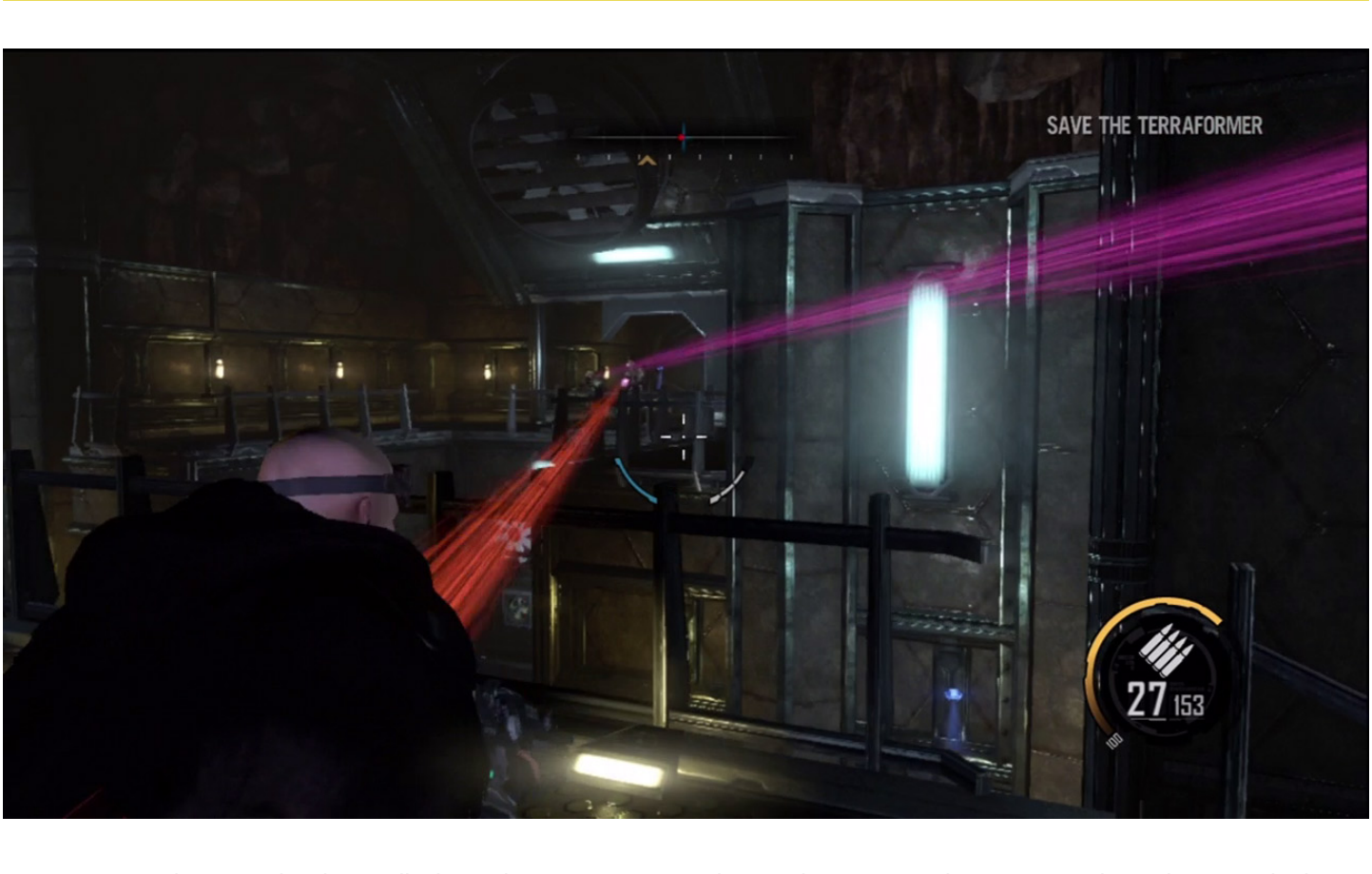
Be sure to blast it to gather more salvage, then ascend the ramp to reach the level where the cultist officer once stood. Here you're confronted by a few more cultists, but they're easily dispatched by targeting the red storage tanks.

Audio Log 23



Before entering the next room, search the floor near the doorway for another audio log.

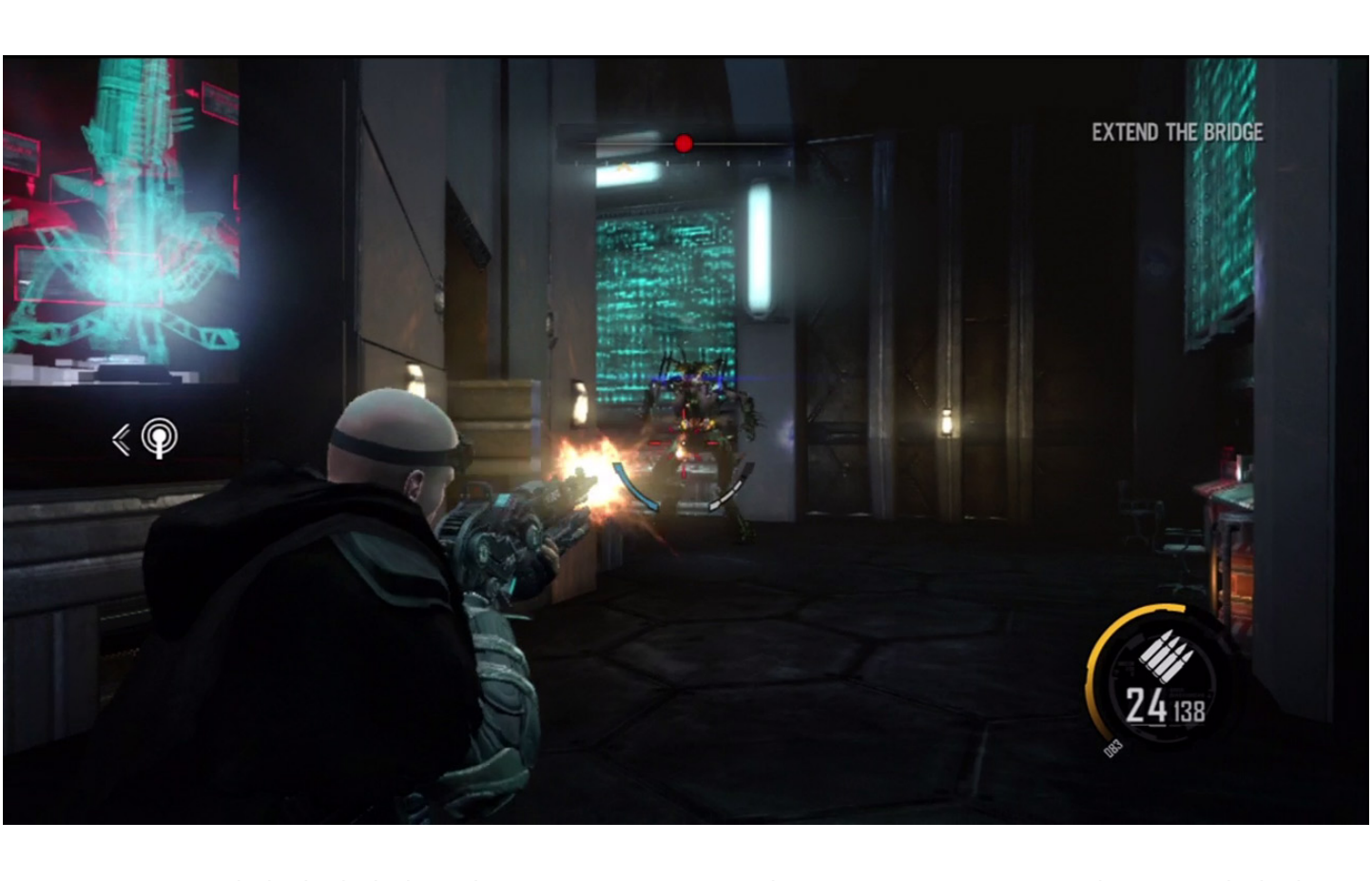
Audio Log 23: Donnie, somebody screwed up our order. We needed a C5 Exo suit. The Loader unit. . . not a damn SHIVA. How does something like this even happen? We need to stack coolant, not blow it up. Get it out of here before someone gets drunk and takes it for a joyride.



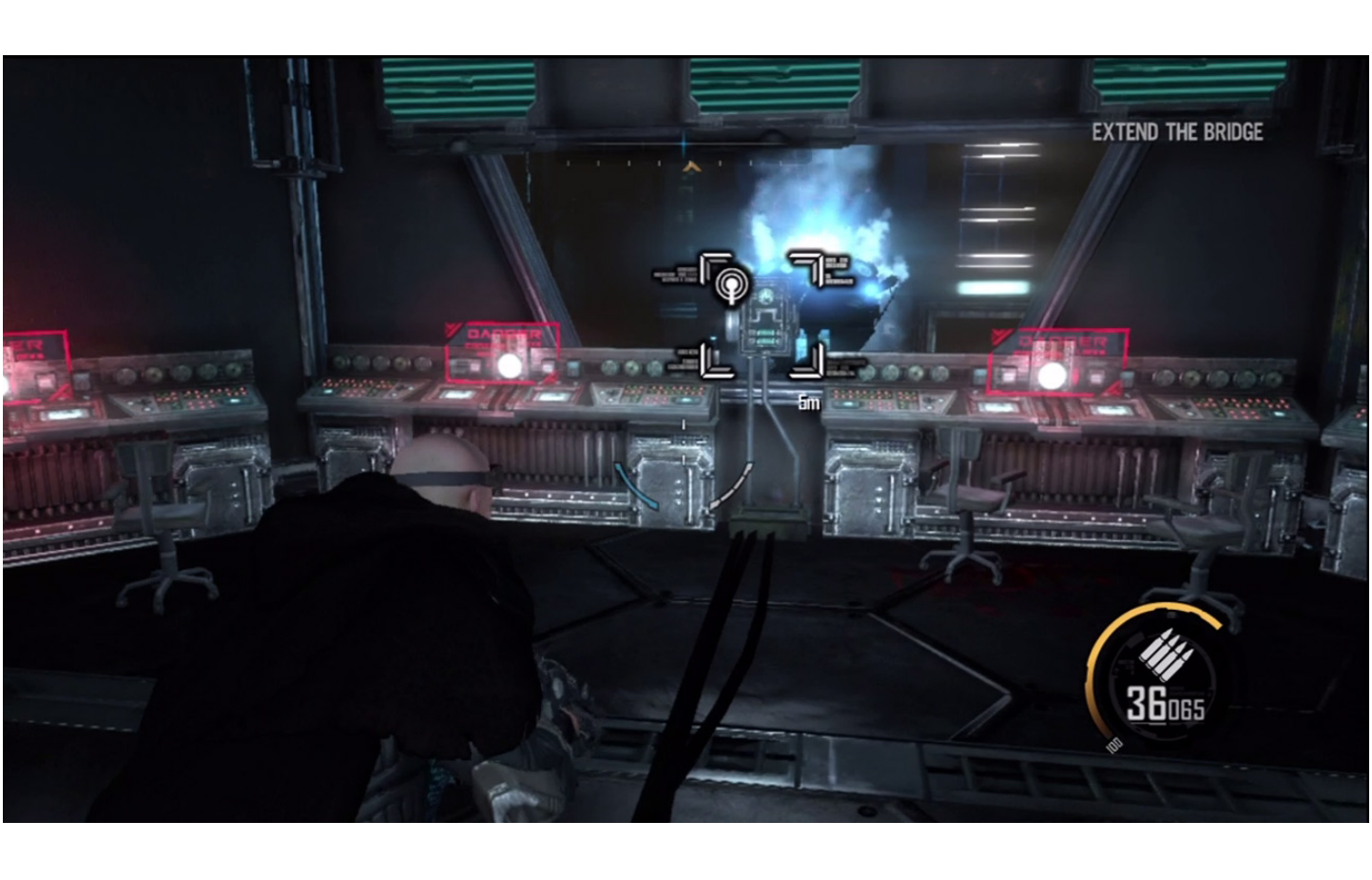
Continue onto the upper-level catwalk above the reactor room and enter the next corridor. Due to earlier fighting on the lower levels, you may need to repair the catwalk as you advance to prevent yourself from falling. Fight your way past a few more cultists and then climb a series of ramps. At the top level you come under attack by a couple of cultists armed with nanite-based weapons. Not only are these enemies capable of inflicting heavy damage, but they can also eliminate the flooring beneath your feet, causing you to fall. If this happens, simply climb back up to the top level and repair the damaged pieces of the catwalk along the way. Try to eliminate the cultists first, before climbing. The Plasma Cannon is a good option in this fight. Just be sure to repair any damage you've caused to the catwalk system so you can continue your journey.

New Objective:

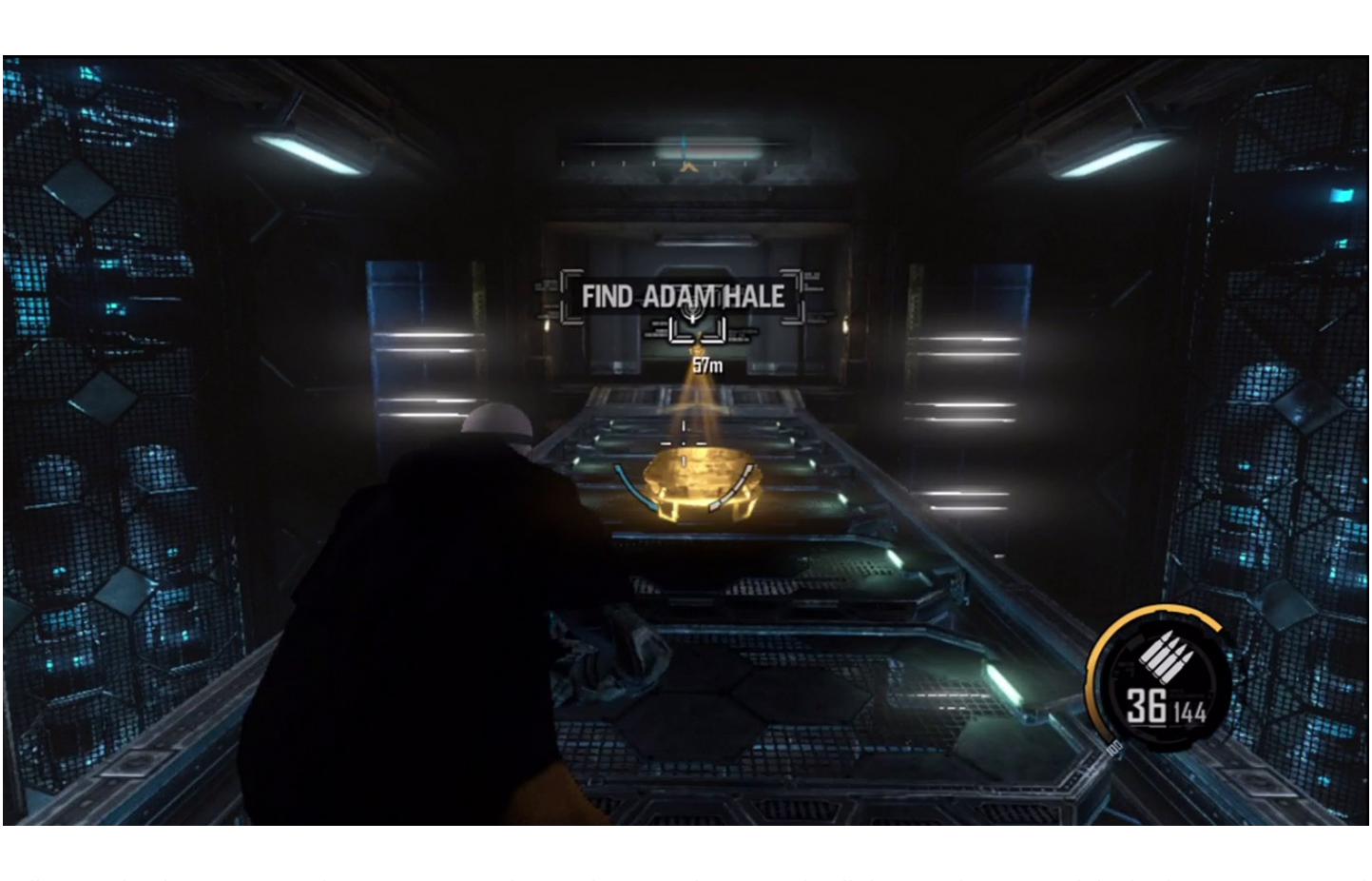
Extend the Bridge



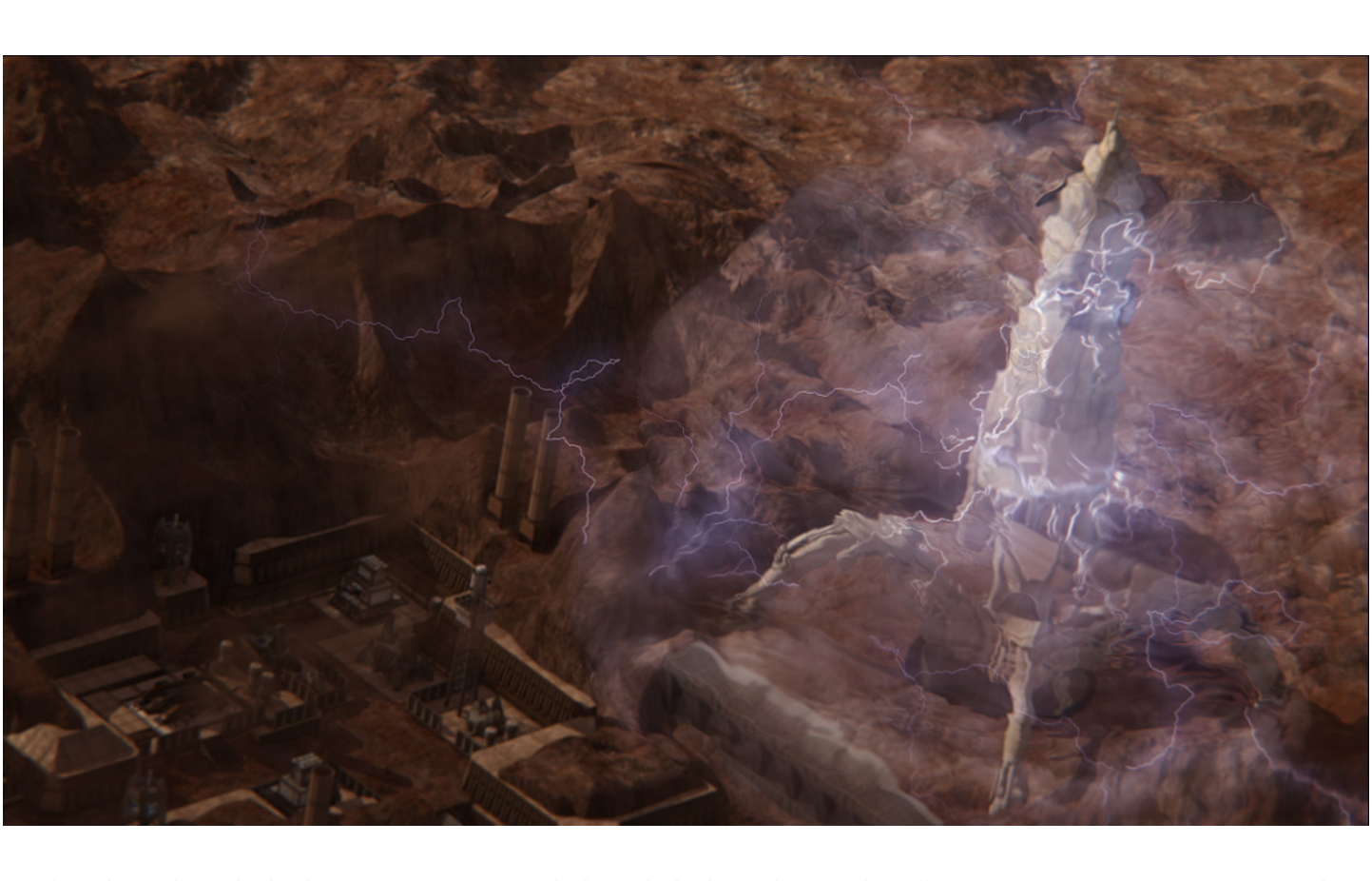
Next you must extend a bridge high above the reactor room. S.A.M. updates your GPS waypoints, guiding you to the bridge's controls. Down the next corridor Darius encounters a wounded Red Faction soldier. The soldier points Darius in the direction of Hale. Soon after entering the next chamber, Darius is trapped and attacked by a cultist in that SHIVA Exo suit you heard about in audio log 23. The SHIVA Exo suit is armed with plasma weaponry, so avoid exposing yourself to its fire.



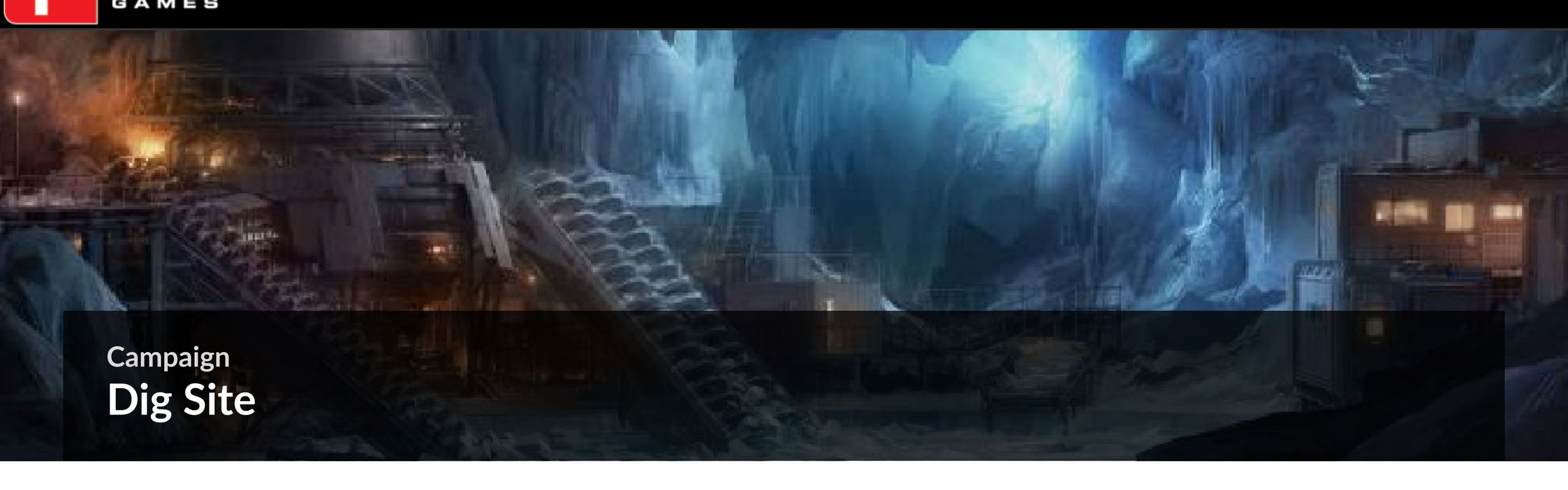
Circle strafe around the large console in the center of the room while firing your Plasma Cannon at the SHIVA. If necessary, repair the center console to provide more cover as you circle around the room. There are a couple of red barrels on the perimeter of the room. As the SHIVA walks near to them, blast the barrels to trigger a large explosion. That is the easiest way to bring down this enemy.



Following the destruction of the SHIVA, enter the nearby control room and pull the switch to extend the bridge. Now you need to track down Adam Hale. Follow the GPS markers to the bridge and cross it.



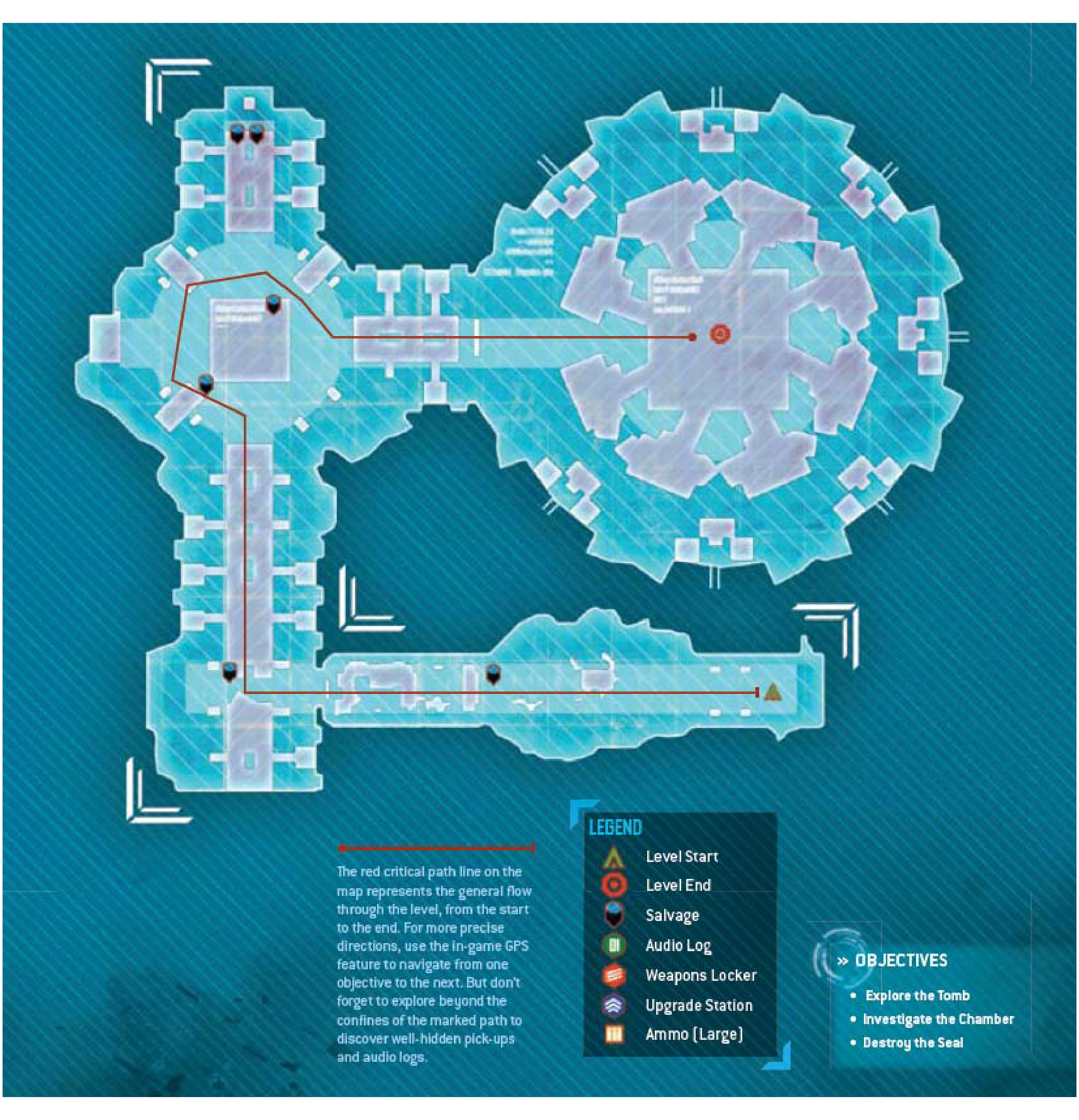
On the other side of the bridge, use Impact to punch through the large door. In the following cutscene, Darius regroups with Winters. Winters reveals that there are no other Red Faction troops in the facility, meaning that wounded soldier you encountered earlier was an imposter. At this point it's too late. Adam Hale has won. Darius and Winters barely escape as Hale remotely triggers the explosives planted on the Terraformer.



Campaign

Dig Site

Icon	Name	Description	Gamerscore	Trophy
	Secrets Long Buried	Remove the Seal.	10	Bronze



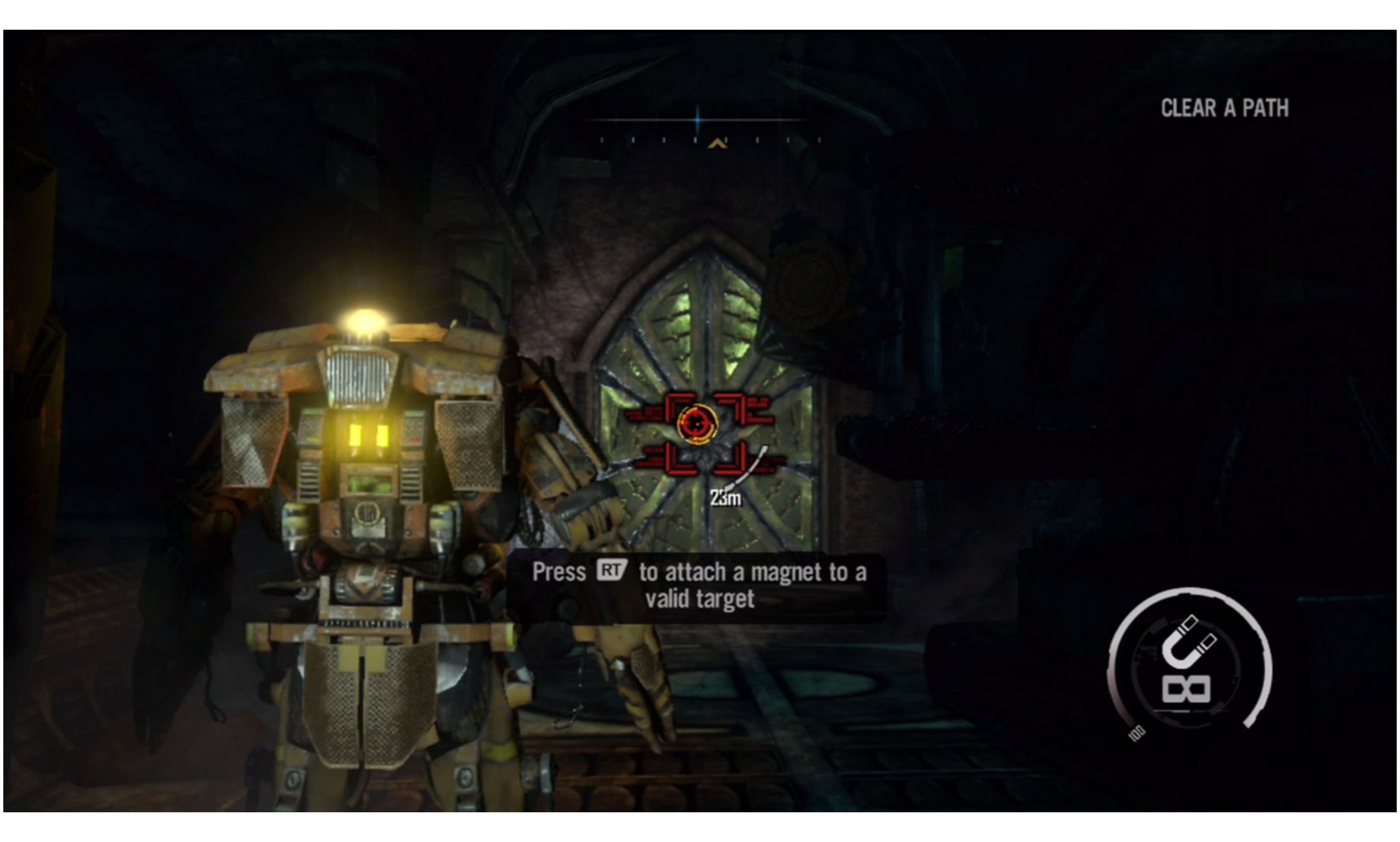
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

In the years following the destruction of the Terraformer, the planet's surface has become a storm-blasted wasteland. The colonists were forced deep underground into caverns and mines. In an attempt to put the failed mission to save the Terraformer behind him, Darius started a freelance mercenary/mining/scavenging company, operating out of Bastion. His work often puts him in contact with Kara, a Marauder smuggler—he finds the Marauder tech, and she sells it. For his latest job, Darius has been hired to excavate an old Marauder temple in Bradbury Canyon. There's a monster storm coming in, but Darius can't afford to miss a payday like this. Before he leaves, Kara tosses him a coin embossed with Benjamin Franklin's image—it's supposed to protect against lightning.

Darius arrives at the temple with his Exo suit and is unexpectedly greeted by armed guards. The excavators are trying to reach a lower chamber in the temple, but the tunnels are unstable. That's where Darius' expertise comes in. But the excavators remain tight-lipped about what they're looking for. Without much of a briefing, Darius is lowered into an ancient tomb, beneath the temple site.

New Objective:

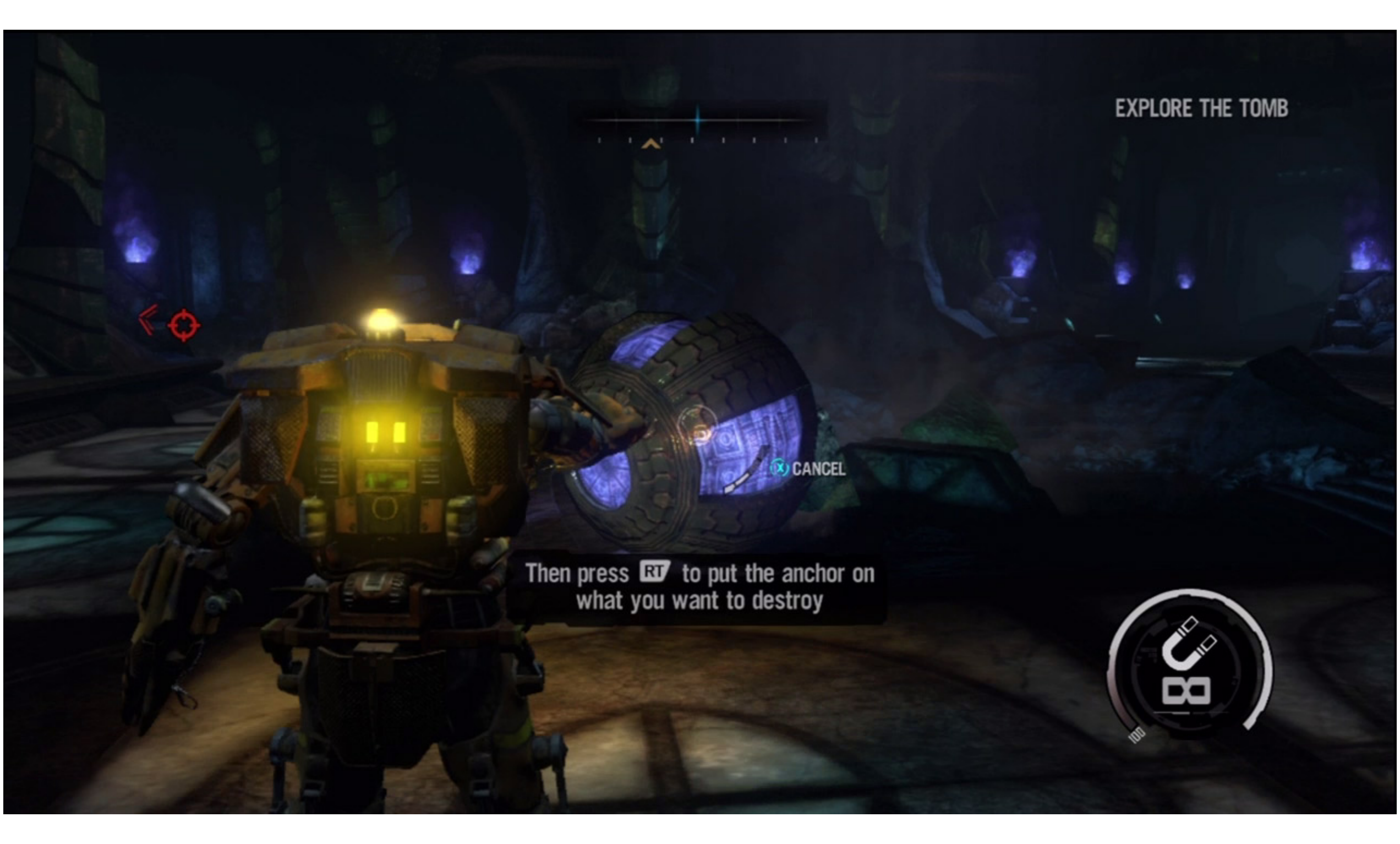
Explore the Tomb



As you gain control of Darius' Exo suit, walk forward—you can pick up some salvage on the right side of the tunnel. The tunnel ahead is blocked by a large green door. Use the Magnet Gun to clear a path. First, aim at the red bracketed section of the door and fire to attach a magnet. Next, target the marked spot on the left side of the tunnel and fire again to attach an anchor. This causes pieces of the door to break away, flying toward the anchor point. Once the upper part of the door is removed, target the lower half of the door to clear a path into the next corridor.

EXPLORE THE TOMB

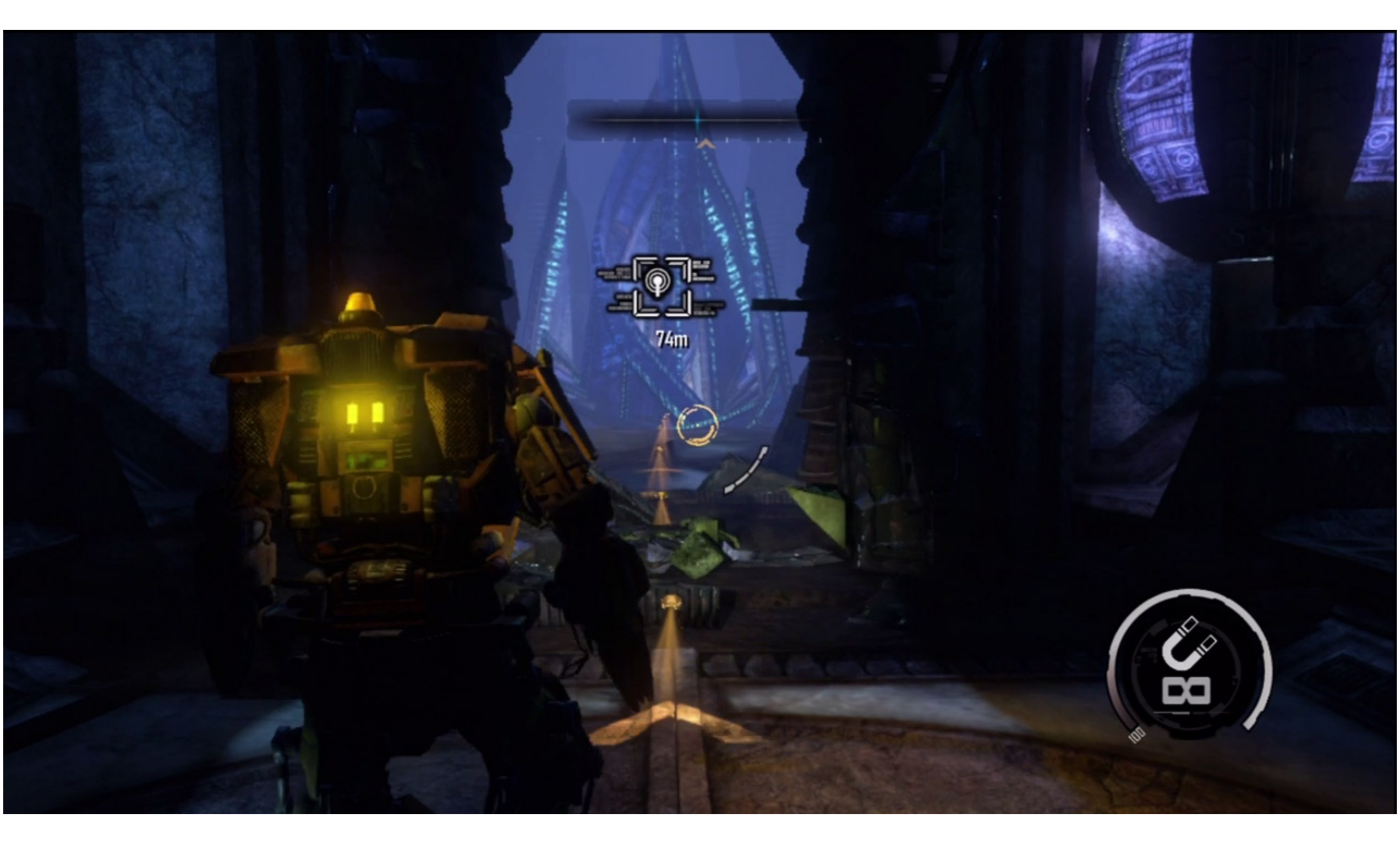
As you advance through the next tunnel, pieces of the walls and ceiling crumble, but the Exo suit protects Darius from taking any damage. S.A.M. reports that these ruins are several hundred years old. Just ahead there's even a holographic projection of Axel Capek, the notorious Ultor scientist—his creepy visage gives Darius an uneasy feeling as he travels deeper into the tomb.



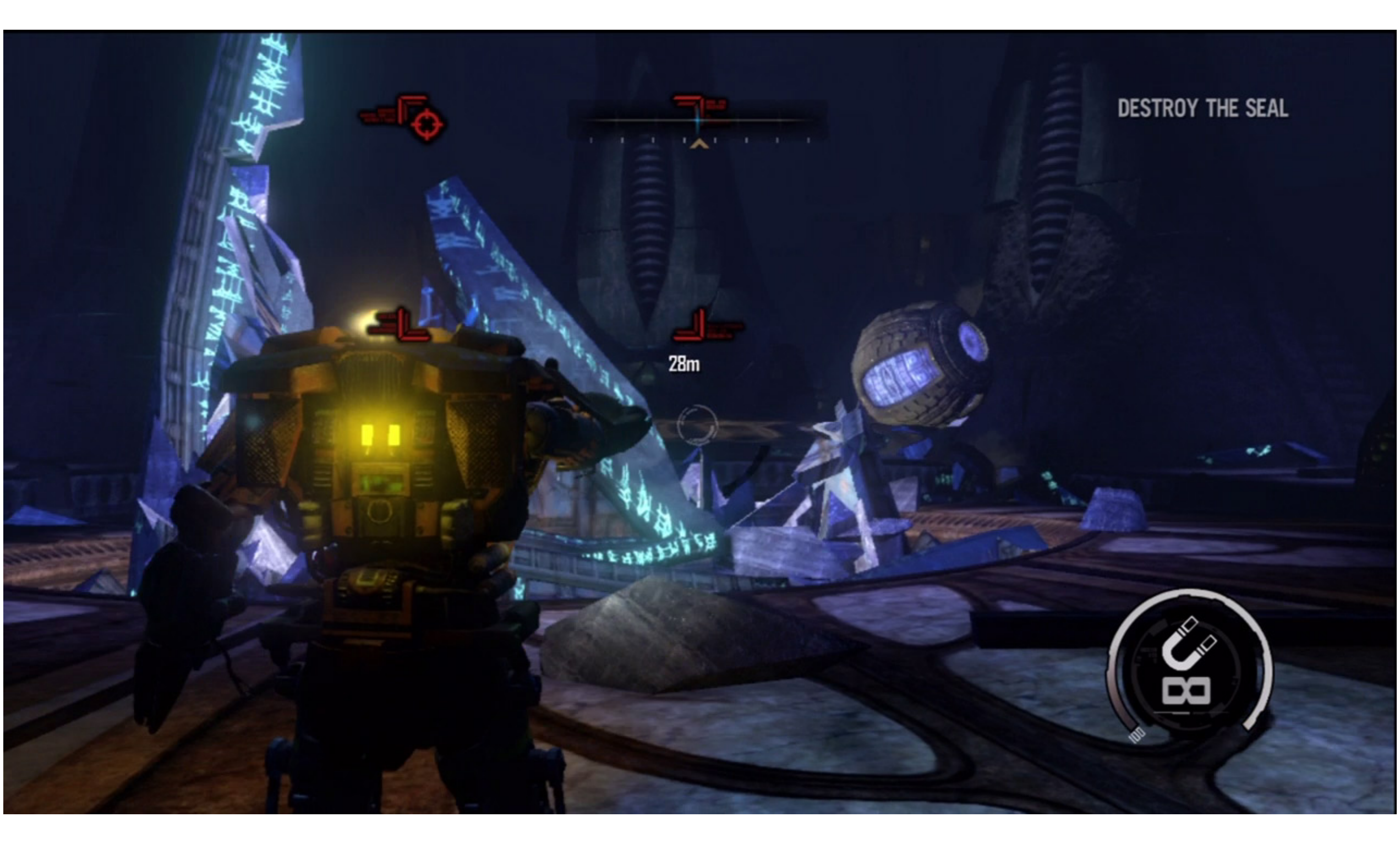
Suddenly a slight tremor causes a minor cave-in, causing a large round stone to fall and smash the holographic projector. Attach a magnet to the ball-like stone, then attach an anchor to the marked door down the next corridor. This allows you to use the stone like a wrecking ball, smashing a hole in the large door. However, be careful when moving massive objects like this with the Magnet Gun. Make sure you stay out of the object's flight path as it is pulled toward the anchor.

New Objectives:

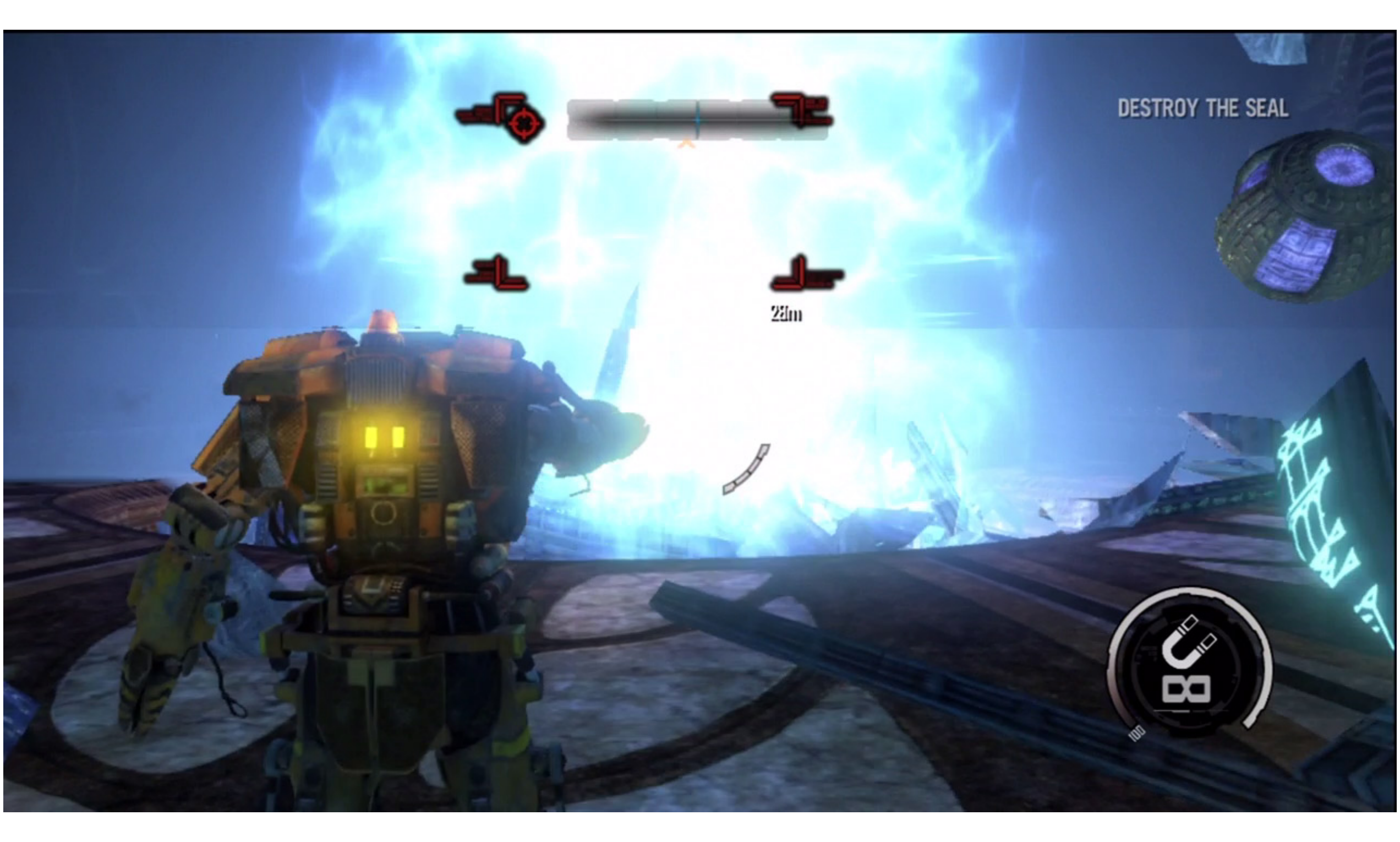
Investigate the Chamber
Destroy the Seal



Once the door is demolished, step into the next chamber. The large room is dominated by a towering crystal-like spire stretching from the floor to the ceiling. The object is covered with some sort of runic characters. Darius is somewhat surprised when the excavators order him to destroy it.



Using the Magnet Gun you can pull apart the seal one piece at a time. First target the seal, then attach anchors to the perimeter of the chamber. However, the fastest way to destroy the seal is by smashing it with the ball-like stone suspended from the chamber's ceiling. Attach a magnet to the stone, then attach an anchor to the seal.



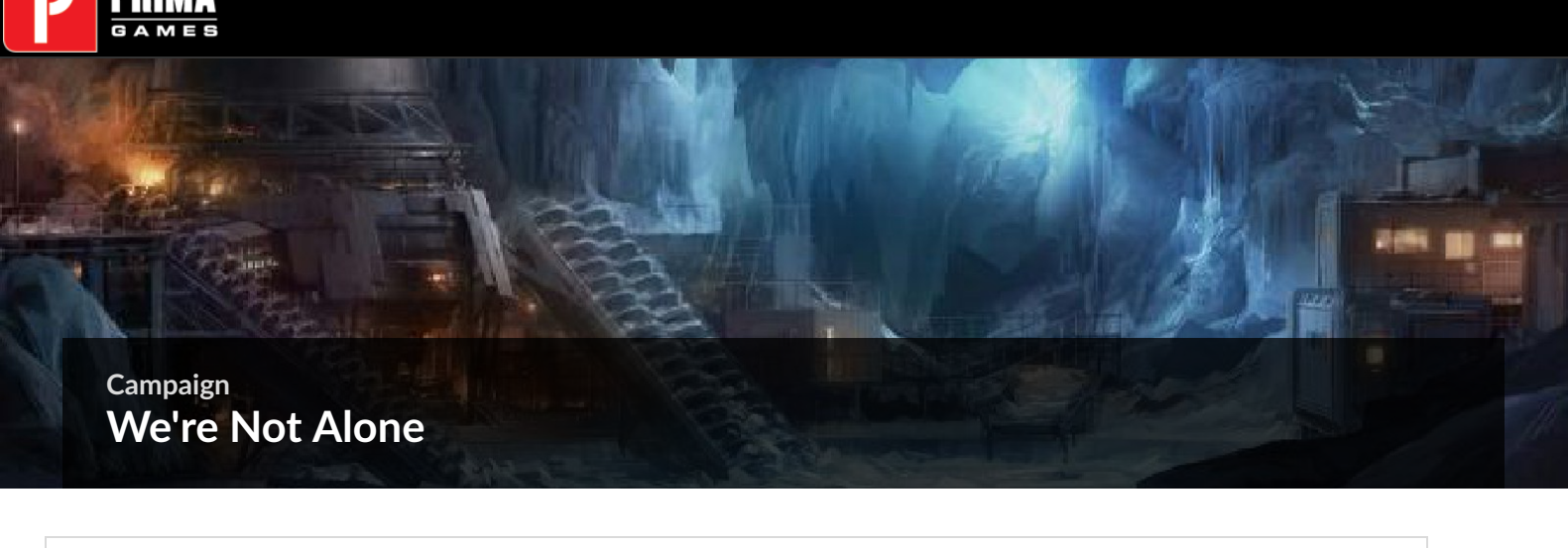
Then just stand back and watch as the stone crashes through the seal. For best results, smash the stone through the base of the seal to optimize the damage. Once the seal is destroyed, a bright blue light shoots up through the center of the chamber. Once the light clears, move toward the center of the chamber to trigger a cutscene.

Secrets Long Buried

Destroying the seal unlocks the Secrets Long Buried achievement/trophy.

Soon after Darius' Exo suit is lowered into the next tunnel, S.A.M. reports several non-human life forms approaching. As Darius requests immediate extraction, Alan Hale chimes in over the radio. It was Hale who hired Darius to break the seal, for reasons that remain unclear. Still, Hale ominously promises that Darius will be remembered in his organization's lore.

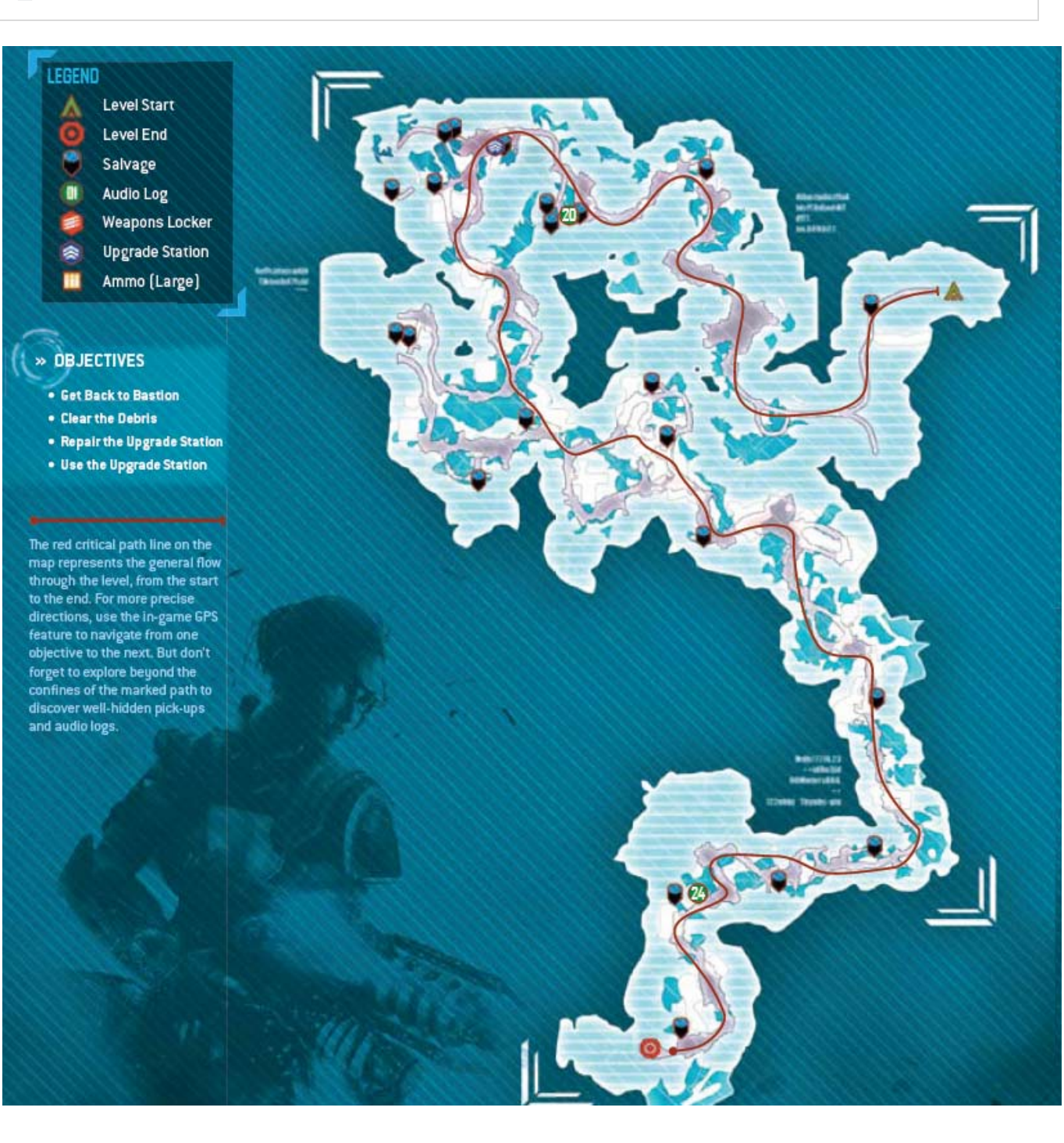
But for now Darius is more concerned about the unknown creatures swarming toward his location. In an attempt to put more distance between him and the approaching creatures, Darius backs his Exo suit down the tunnel. But he doesn't see the ledge behind him, causing his Exo suit to plunge into a deep chasm. After a sudden fall and an abrupt crash, everything turns black. . .



Campaign

We're Not Alone

Icon	Name	Description	Gamerscore	Trophy
	We're Not Alone	Make it back to civilization.	10	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
» OBJECTIVES
Get Back to Bastion
Clear the Debris
Repair the Upgrade Station
Use the Upgrade Station
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
20
24

Darius regains consciousness and slowly crawls out of his now-wrecked Exo suit—at least it protected him from the fall. S.A.M. eventually reboots and reports that data recording was knocked offline following the fall. However, the last entry occurred 75 hours ago. In other words, Darius was out cold for three whole days!

New Objective:

Get Back to Bastion

GET BACK TO BASTION
18 030

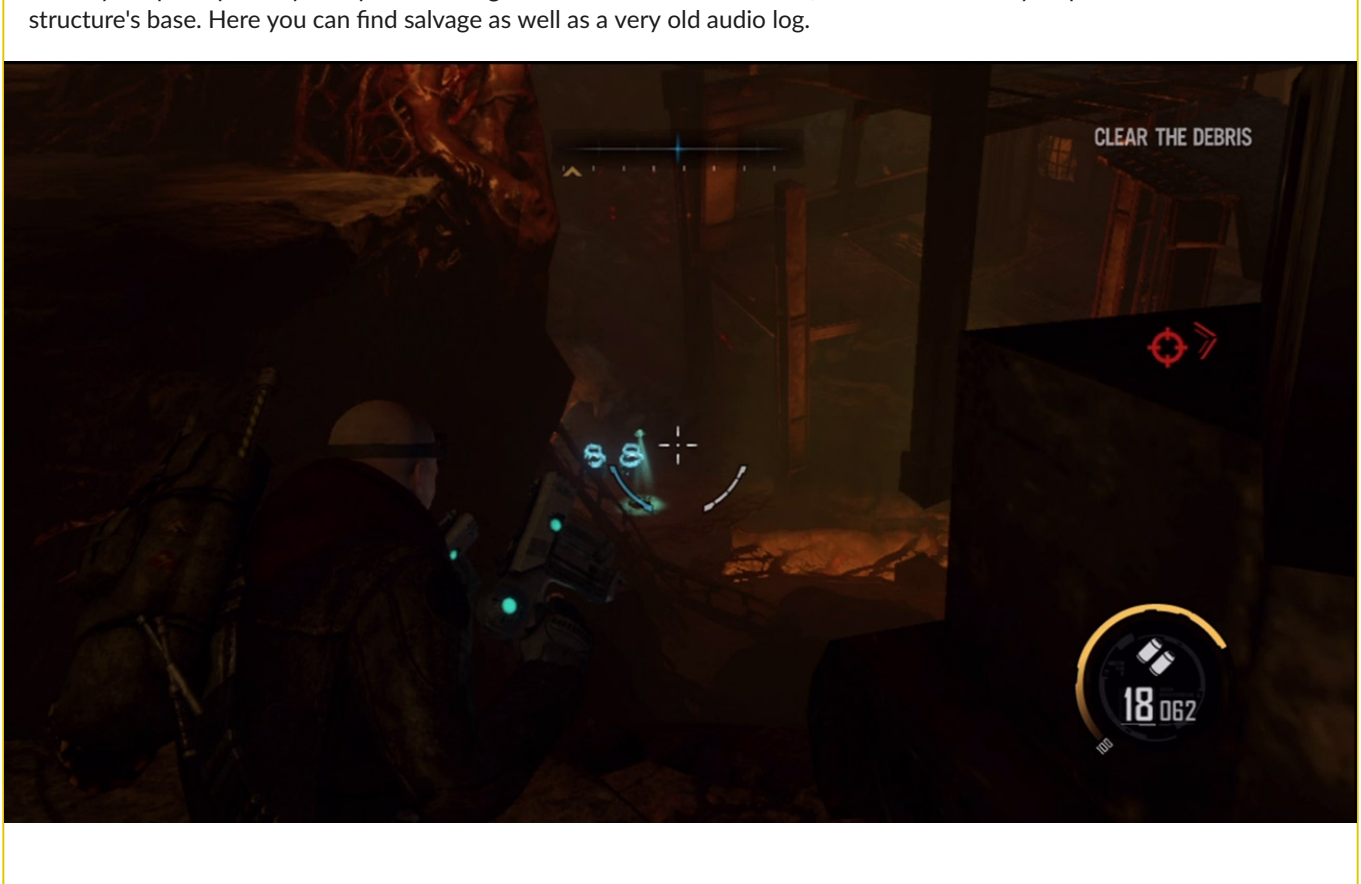
As you gain control of Darius, take quick inventory of your weapons. The Magnet Gun has been added to your arsenal as well as the Pistols and the Maul. For now, keep the Pistols equipped. The cave is very dark, so activate your GPS to highlight an escape route. While following the GPS markers, grab a couple of salvage containers on the right side of the cave. A light can be seen shining through a low opening ahead. As you approach this spot, press the button shown on screen to crouch. While crouched you can still move, allowing you to pass under the low ceiling and enter a brighter chamber of the cave. Press the crouch button again to stand up and take in the surroundings.

GET BACK TO BASTION
18 062

S.A.M. reports movement within the cave system, but so far nothing is showing up on your compass. Press ahead, following the GPS markers. Darius wants to warn Bastion about Adam Hale, but S.A.M. is unable to make contact. When S.A.M. detects a faint sign of life ahead, notice the red dot on the compass. Move in this direction until you spot an ominous shadow on the wall ahead. As you draw closer, whatever was casting the shadow scurries away, along with the red dot on your compass. Something appears to be stalking you.

Audio Log 20

When you spot a partially collapsed building on the left side of the tunnel, descend the nearby slope to reach the structure's base. Here you can find salvage as well as a very old audio log.



Audio Log 20: Ultor recon squad. . . Day forty. . . something. Seven? We lost Gomez last night. That's six now. Another night like this and we'll have a mutiny on our hands.

I don't give a shit about scientific discovery anymore, I care about getting the hell out alive. We shouldn't be here. But try telling that to Capek. . .

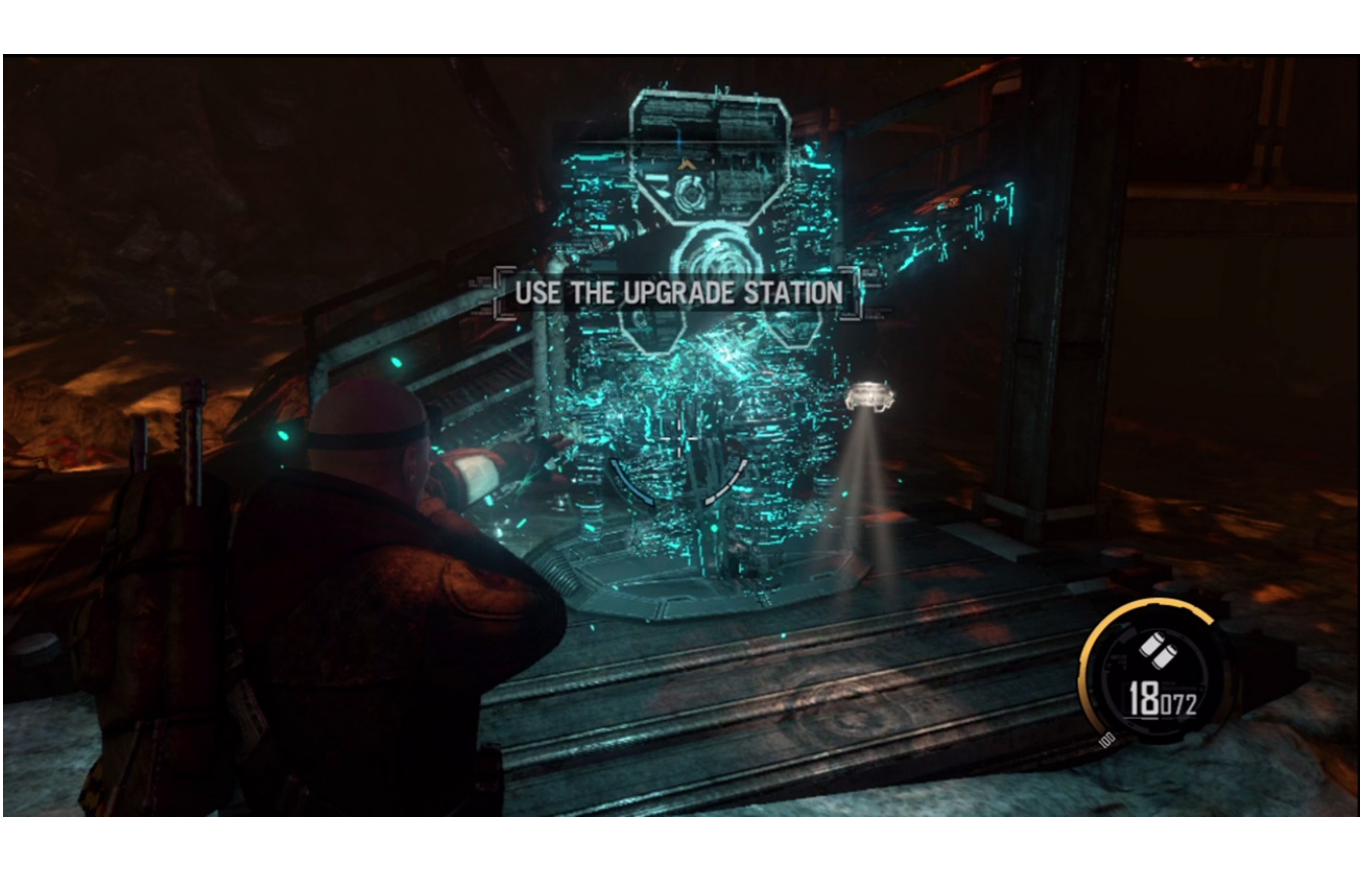
New Objective:

Clear the Debris

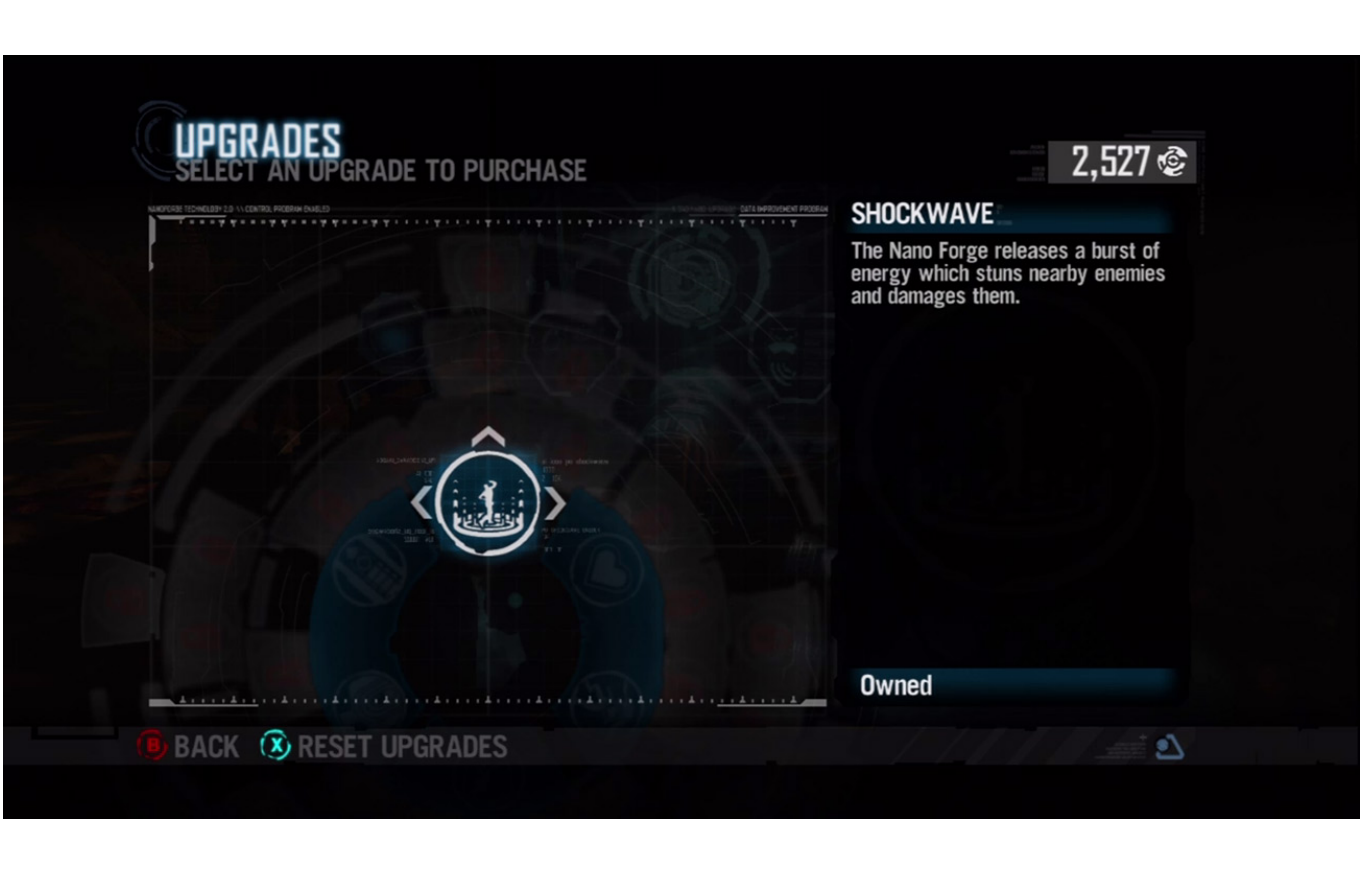
The path ahead is partially blocked by debris. S.A.M. reports that the wreckage matches the same age as the temple above. But there's no telling what happened to the people who built this stuff. Search the damaged structures for ammo and salvage. Next, move to the targeted piece of debris blocking your path. There are several ways to remove this. You can use the Magnet Gun or the Maul, but it's much faster to use the Nano Forge's Impact function to blow a hole through the grate-like obstruction.

New Objective:

Repair the Upgrade Station
Use the Upgrade Station



Follow the GPS markers to a nearby structure where you find more salvage and a damaged upgrade station—there's some Pistol ammo within the structure. The upgrade station is marked with a wrench icon on the HUD, indicating that you can repair it. Once the station is fully repaired, interact with it by holding down the button shown on screen.



The Nano Forge releases a burst of energy which stuns nearby enemies and damages them.

Upgrade stations allow you to purchase new abilities and enhancements using the salvage you've been collecting. There are four levels of upgrades, but for now, focus on the first level upgrades within the center ring of the radial menu. Each of the six entry level upgrades costs 1,000 salvage. Take a moment to review the different options and make your choice wisely. Shockwave is a very worthwhile upgrade, allowing you to stun enemies with the Nano Forge. If you can afford a second upgrade, consider buying Health Increase I or Enemy Health Indicators.

Note

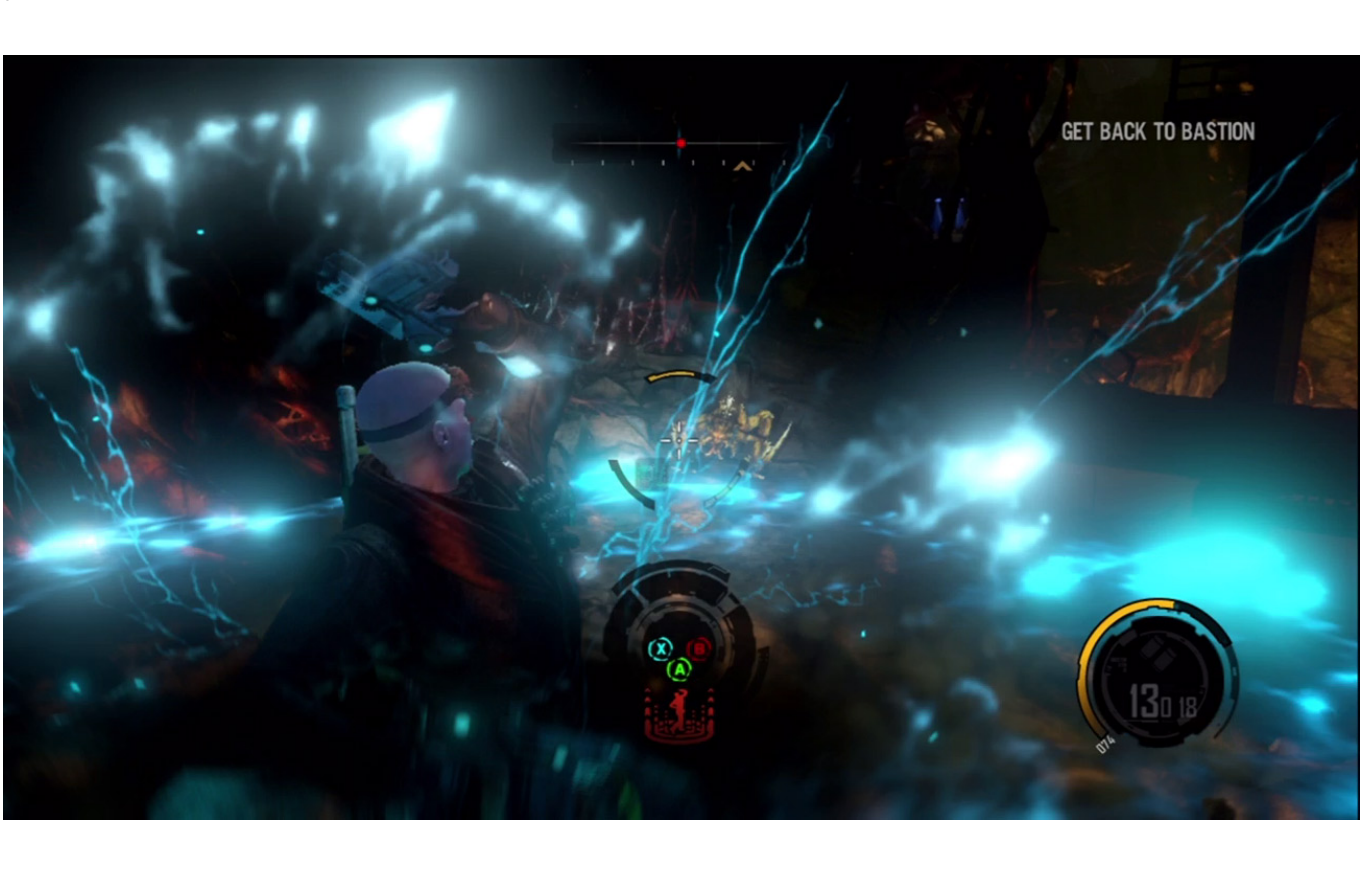
If you ever make an upgrade purchase you regret, you don't have to live with that mistake. For a fee, you can reset your upgrades. This refunds a large part of the salvage you've spent on upgrades, allowing you to make all new purchases. But resetting your upgrades does cost salvage, so don't do it often. For more information on the different upgrades, see the Weapons and Upgrades chapter.

GET BACK TO BASTION
18 072

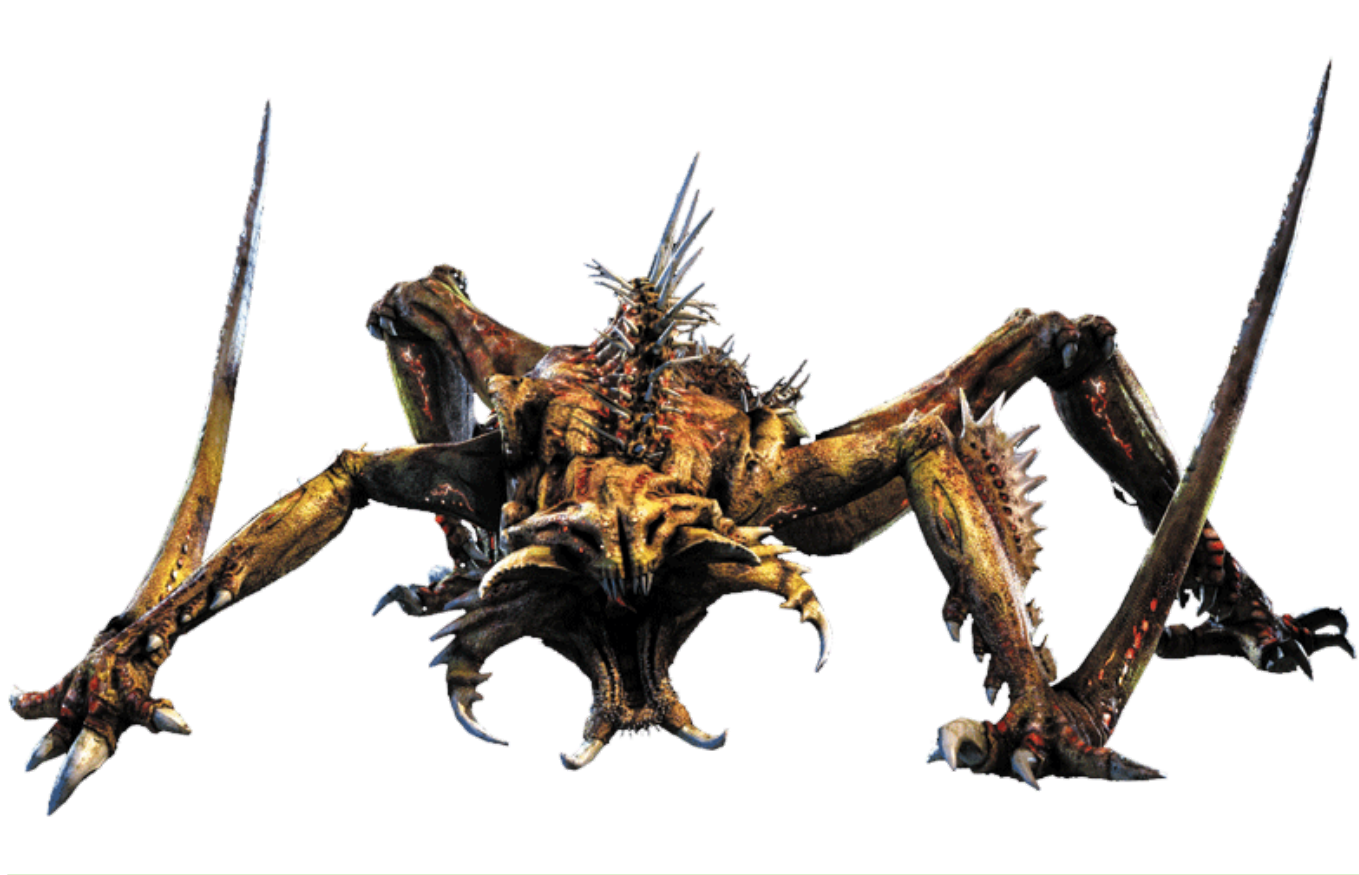
Continue through the cave, following the GPS markers, until a cutscene is triggered showing Darius being approached by several four-legged creatures. These are creepers. As soon as you regain control of Darius, attack the creeper in front of you, firing at it with your Pistols. The creeper relies primarily on melee attacks, so keep your distance. If necessary, backpedal while firing to avoid contact with this vicious entity. If it gets too close, a creeper can be smashed with melee strikes.

GET BACK TO BASTION

After defeating the first creeper, more appear in the cavern ahead. Reload your Pistols and open fire before they get too close for comfort. At range creepers spit a toxic acid capable of inflicting moderate damage. To avoid getting hit, side-step left or right. You can also perform a dodge by pressing the button shown on screen. This causes Darius to perform an evasive dive roll. Despite your best marksmanship, it's not long before these creatures surround you. At this point, equip your Maul and start swinging. As creepers are low to the ground, the overhead swing is the most effective. The Maul also allows you to conserve your ammo.



Following your first major encounter with the creepers, continue moving through the cave. As you near another damaged structure, you're confronted by even more creepers. Use your compass to locate the creatures and kill as many as you can at long range (using your Pistols) before they swarm around you. But it's impossible to avoid close-quarter fighting entirely. As the creepers close around you, equip your Maul and smash the vile creatures. The Nano Forge's Impact is also a great way to knock creepers back, allowing you to engage them with your Pistols. If you purchased the Shockwave upgrade, this is a good time to test it out. Shockwave temporarily stuns all enemies in a small radius, causing them to move in slow motion. This gives you just enough time to clear out the creepers in your immediate vicinity. But after each use, the Nano Forge must recharge before you can use Shockwave again. When you've eliminated all the creepers (check your compass to be sure), search the nearby debris for ammo and salvage.



Zero G War

To earn this achievement/trophy you must kill a total of 50 enemies stunned by a Shockwave while they're still in mid-air. While you can't unlock this award immediately, now is a good time to start working on it.

GET BACK TO BASTION

Press ahead through the cavern until another cutscene is triggered, showing multiple creepers emerging from a cocoon-like pod. S.A.M. reports that the pod is gestating the creatures. Fight your way past the first wave of creepers and make a beeline for the pod—if you don't take out the pod quickly, you'll face a never-ending wave of creepers. Rush to the pod and smash it with your Maul. Once the pod explodes into a gooey pulp, turn toward the remaining creepers and finish them off. There are ammo and salvage pick-ups nearby, so be sure to grab them before moving on. Further down the cave you can add a Shotgun to your arsenal.

GET BACK TO BASTION

Soon after grabbing the Shotgun, S.A.M. reports that multiple alien pods have been detected. Instead of fighting the creepers scurrying toward your location, rush forward until you spot the first pod. The first two pods are on the right side of the passage. Ignore the creepers and burst both pods using the Maul. Once the two pods are destroyed, go to work on the creepers. The Shotgun works well against these creatures at close range, capable of killing them with one well-placed shot.

GET BACK TO BASTION
RELOAD
02 033

As you near another structure in the cave, the floor beneath you gives way, causing you to fall into a dark cavern swarming with creepers. These creepers are spawned by the two pods high on the ceiling. Using the Maul, smash your way past the first wave of creepers while advancing toward the first pod. These pods are too high to hit with your Maul, so take aim with the Shotgun, and blast each pod until it bursts. Once the pods are eliminated, finish off the remaining creepers. If necessary, use Shockwave to slow them down and then pick them off one by one.

What is Best in Life?

While confronting creepers, perform a melee strike to execute a lethal foot stomp attack. If you kill a total of 25 creepers in this fashion you earn the What is Best in Life? achievement/trophy. It'll take time to earn this, so it's a good idea to start smashing these bugs early.

GET BACK TO BASTION
RELOAD
04 039

Continue your advance through the cave until another cutscene shows new alien lifeforms hanging from the ceiling. These humanoid creatures are called ravagers. Ravagers are fast and capable of firing energy-based projectiles. The ravagers are joined by a few creepers, making this an intense fight. Target the ravagers with your Pistols or Shotgun and keep moving to avoid presenting them an easy target. But if you find yourself surrounded by creepers, switch to your Maul and start swinging. During the fight keep an eye on the compass to locate more enemies and don't forget to look up. Ravagers tend to cling to the walls and ceiling while firing down at you.

GET BACK TO BASTION
06 019

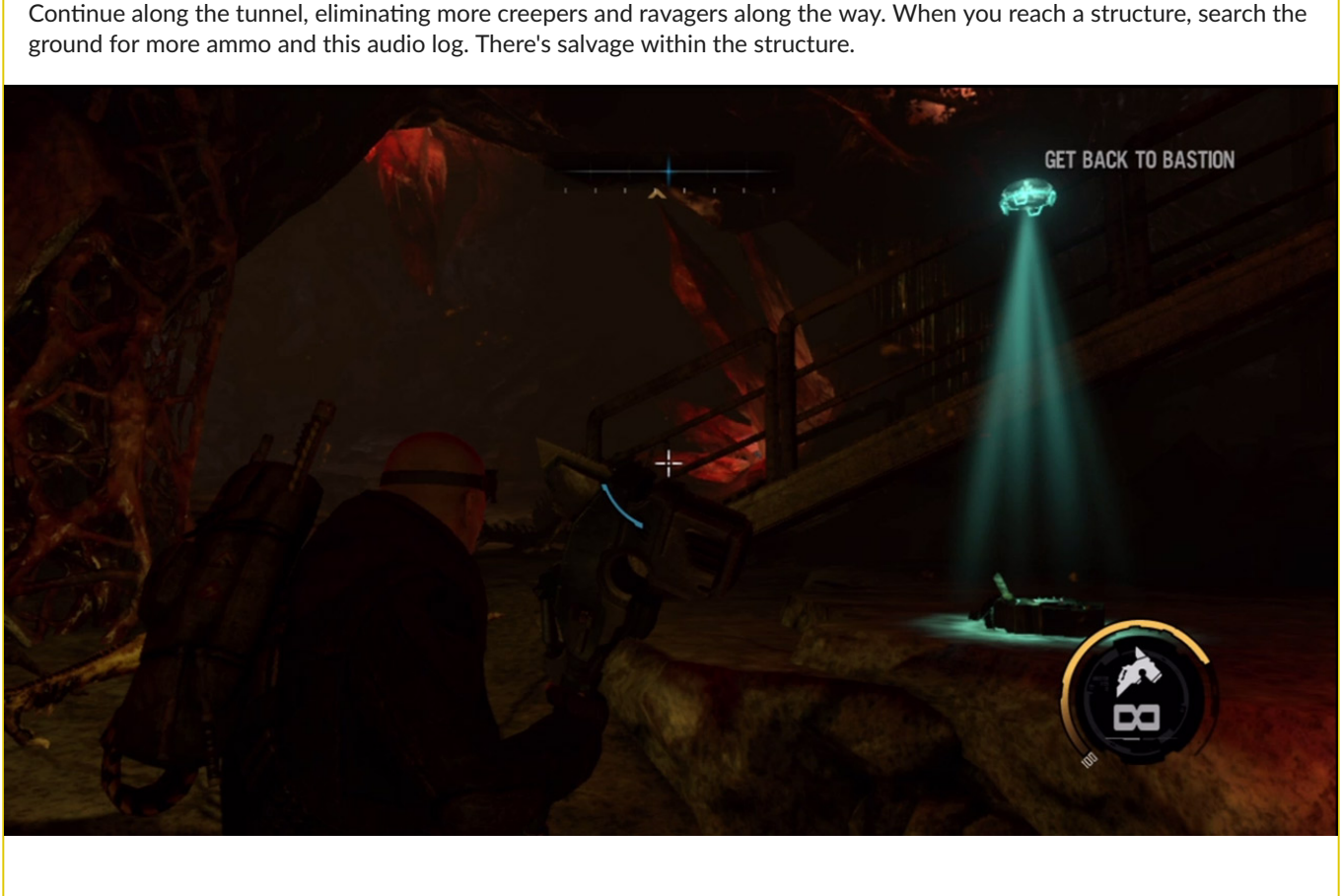
Once the ravager and creeper situation is manageable, press forward. The bridge ahead is damaged, so repair it before attempting to cross. Just beyond the bridge are the ruins of an old structure. Eliminate any creepers and ravagers in the area, then drop down onto the trail below, as indicated by the GPS markers. During the drop you may take some fall damage, so make sure you're at full health before dropping off the side. Once you hit the ground, scan your surroundings and eliminate all enemies that attempt to pursue you.

GET BACK TO BASTION
06 027

More creepers and ravagers attack in the next passage. Fight the instinct to run. Instead, hold your ground and target one enemy at a time. As creepers surround you, use Shockwave to temporarily stun them, then quickly eliminate them before they recover. But don't ignore the ravagers dangling from the ceiling. If you don't take them out quickly they'll continually shoot you as you battle the creepers. When you're not blasting and smashing creepers, target the ravagers, preferably with your Pistols. You can also hit them with the Magnet Gun. Attach a magnet to a ravager, then attach an anchor to a distant wall to send the enemy flying through the air. However, given the chaotic situation, the Pistols and Shotgun are the quickest way to dispatch these creepy foes. As usual, keep an eye on the compass in a effort to keep your enemies in front of you. Continue shooting and smashing these creatures until there are no more red dots on the compass. You can find more Pistol and Shotgun ammo ahead if you're running low.

Audio Log 24

Continue along the tunnel, eliminating more creepers and ravagers along the way. When you reach a structure, search the ground for more ammo and this audio log. There's salvage within the structure.



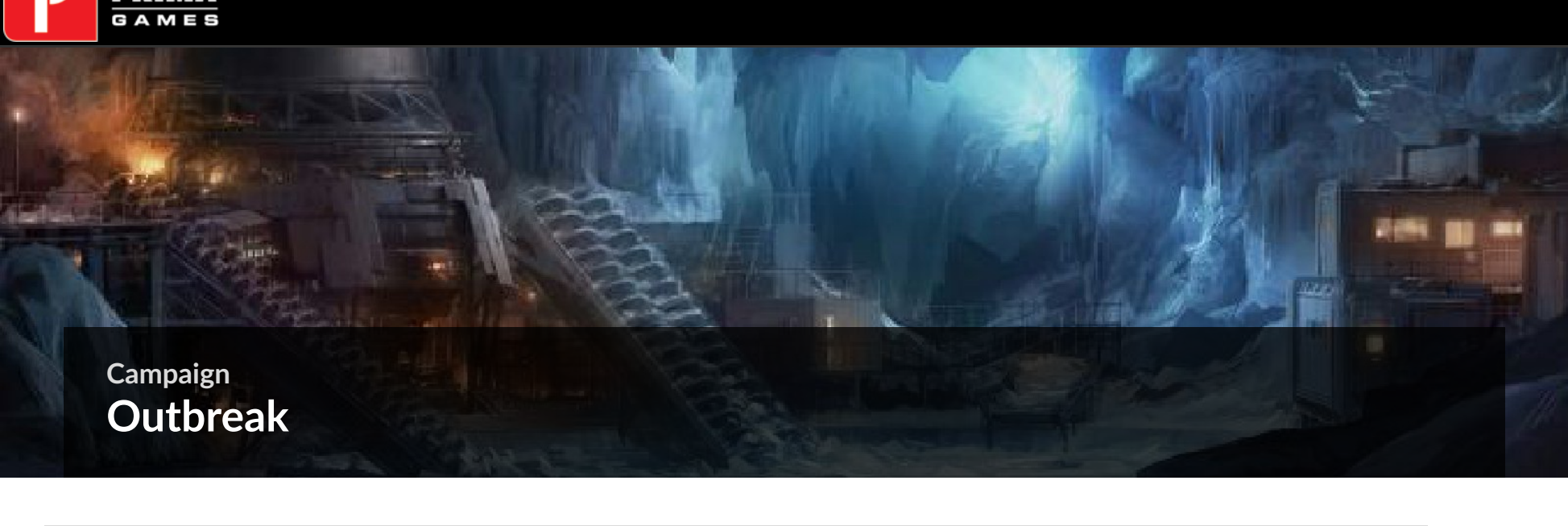
Audio Log 24: Supplies are running low. We have enough food to last two. . . maybe three days. Orders are to hold this position until the Marauder reinforcements arrive . . . We'll never last that long.

GET BACK TO BASTION
827

S.A.M. is still unable to contact Bastion on the radio. As you continue through the tunnel, grab more ammo and salvage along the way. As you near a structure ahead, the ground gives way beneath your feet, causing you to fall deeper into the cave.

We're Not Alone

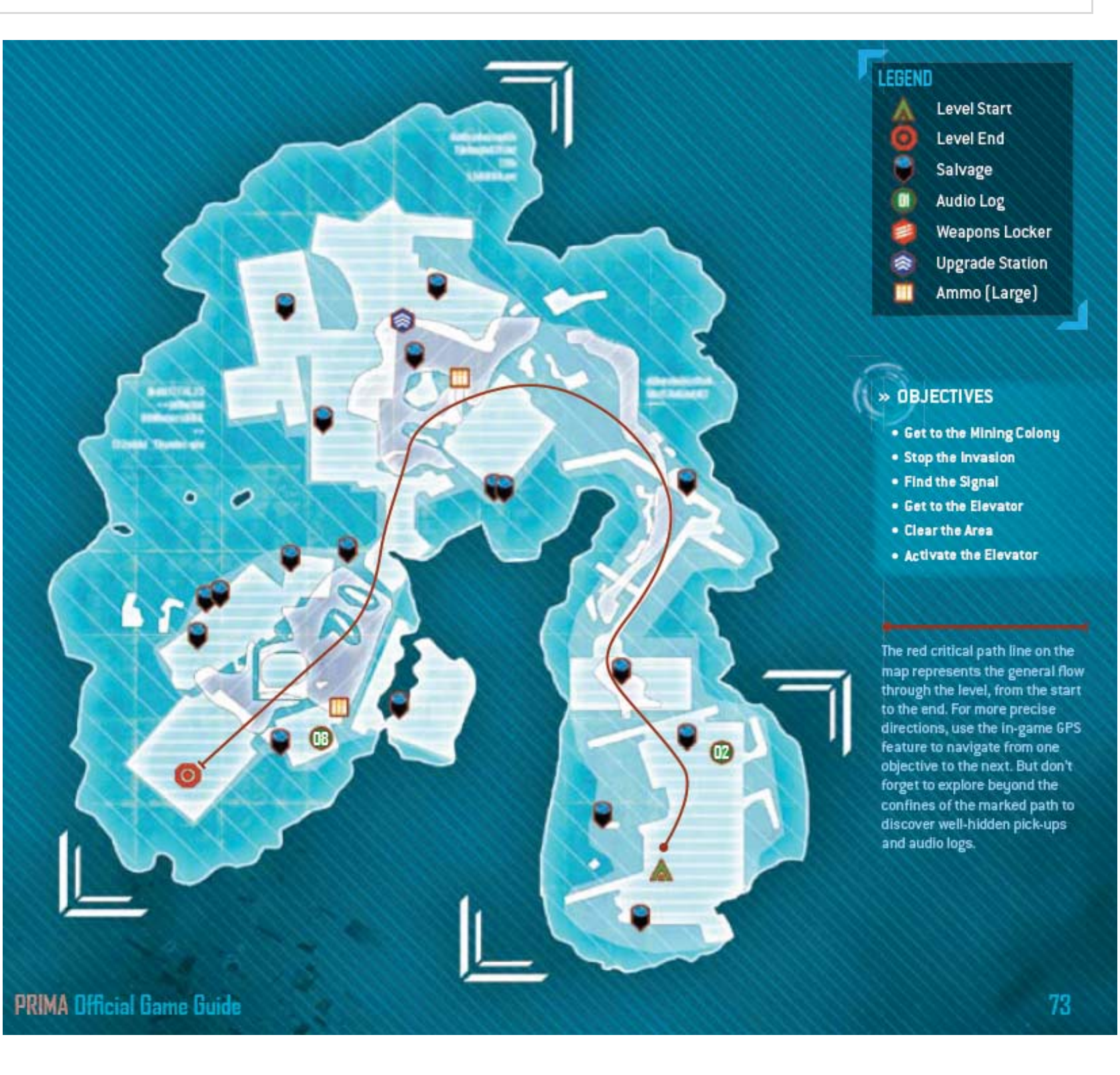
Soon after Darius falls through the floor of the cave, the We're Not Alone achievement/trophy is awarded.



Campaign

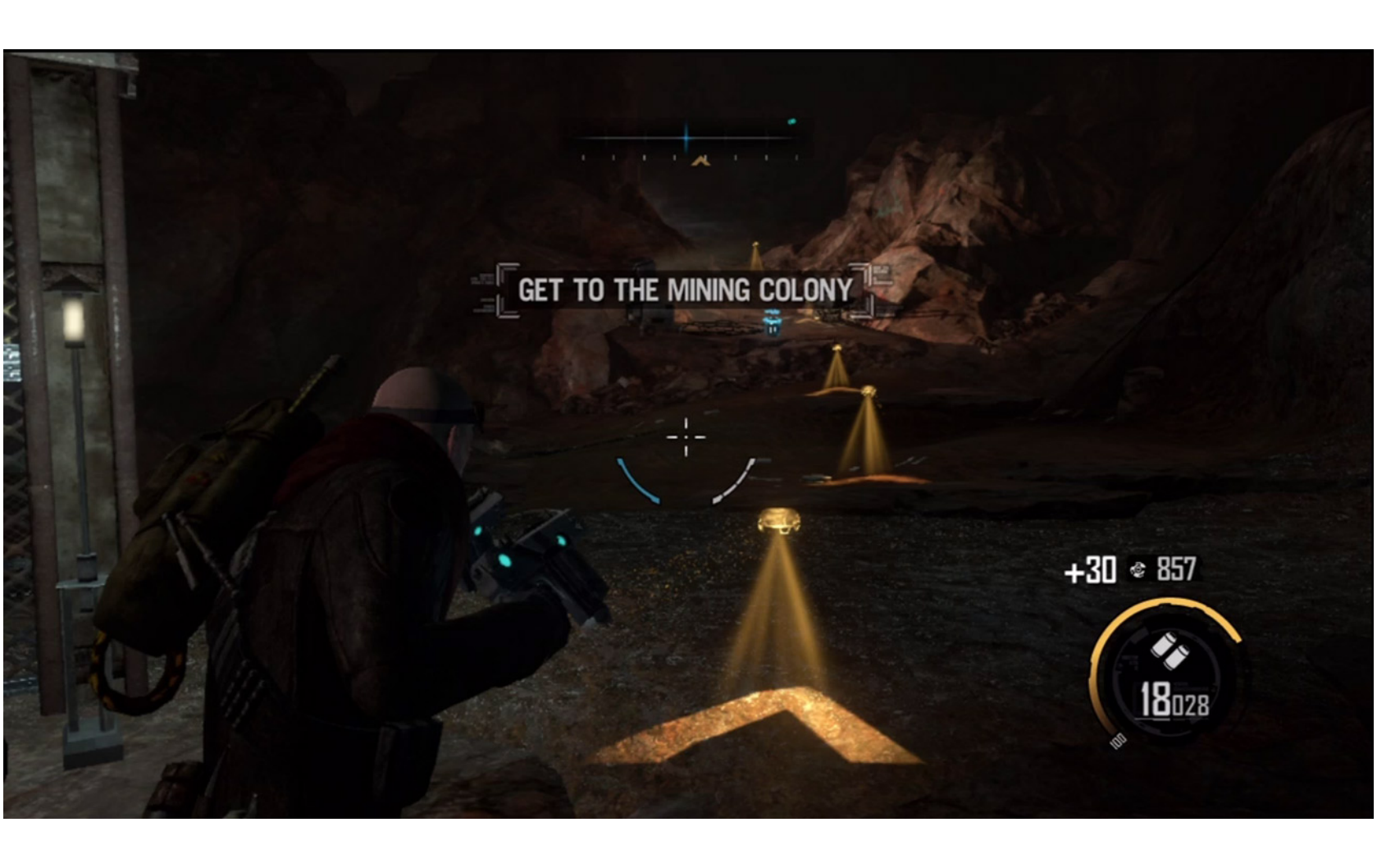
Outbreak

Icon	Name	Description	Gamerscore	Trophy
	Martian Matchmaker	Fire an enemy into another enemy with the Magnet Gun.	10	Bronze
	Liftoff	Send an enemy at least 50 meters with the Magnet Gun.	10	Bronze
	It's All in the Wrist	Send an enemy at least 30 meters with Impact.	15	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
» OBJECTIVES
• Get to the Mining Colony
• Stop the Invasion
• Find the Signal
• Get to the Elevator
• Clear the Area
• Activate the Elevator
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
08
02
PRIMA Official Game Guide
73

New Objective:

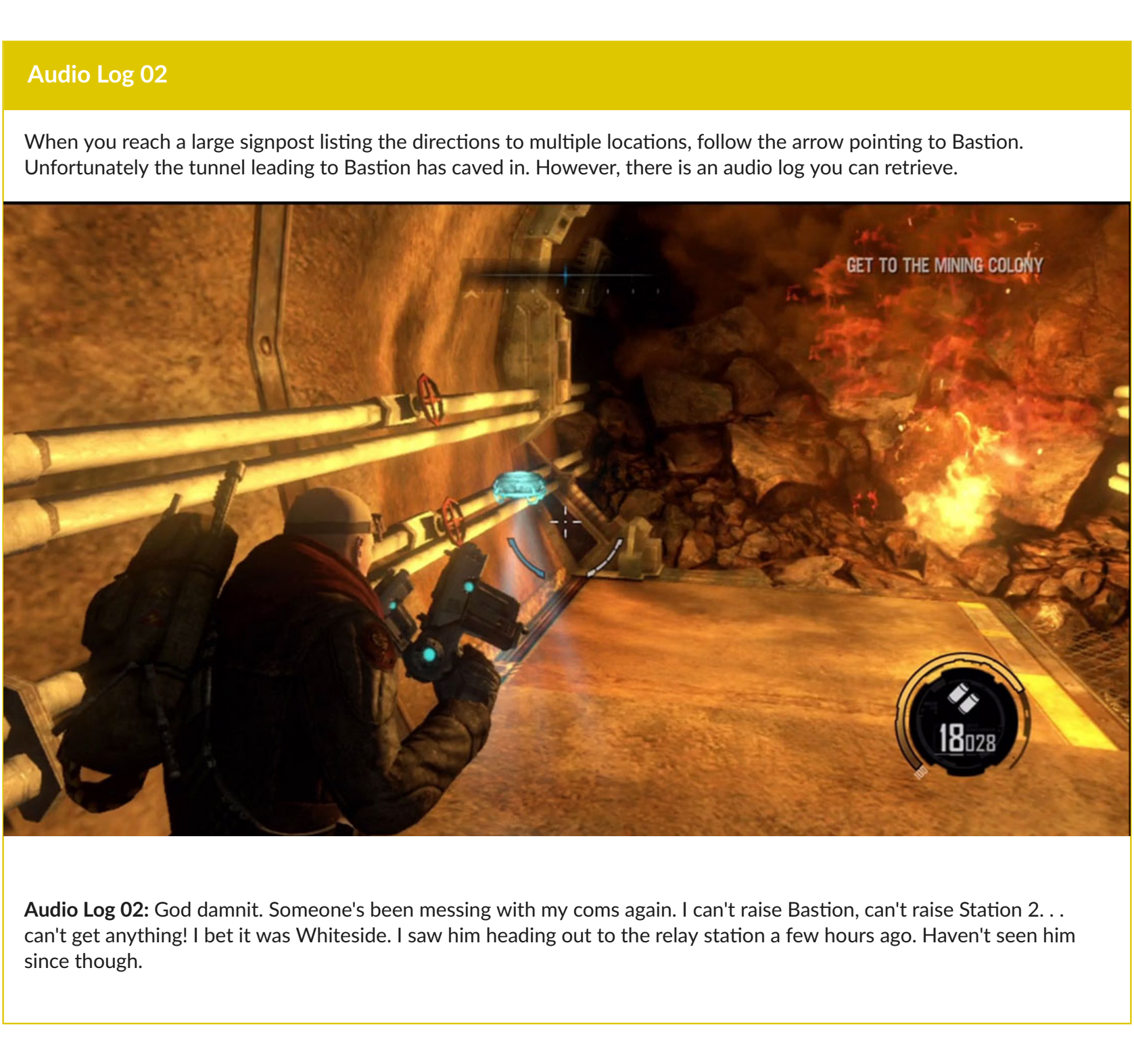
Get to the Mining Colony


GET TO THE MINING COLONY
+30
857
18028

As you regain control of Darius, advance into the new cave. Darius thinks this area looks familiar. S.A.M. reports that this is an independent mining colony, approximately 43 kilometers from Bastion. According to S.A.M., the colony should be inhabited, but so far you haven't encountered anyone. Keep pressing forward, using the GPS markers as your guide. Also, be sure to grab some salvage along the way.

Audio Log 02

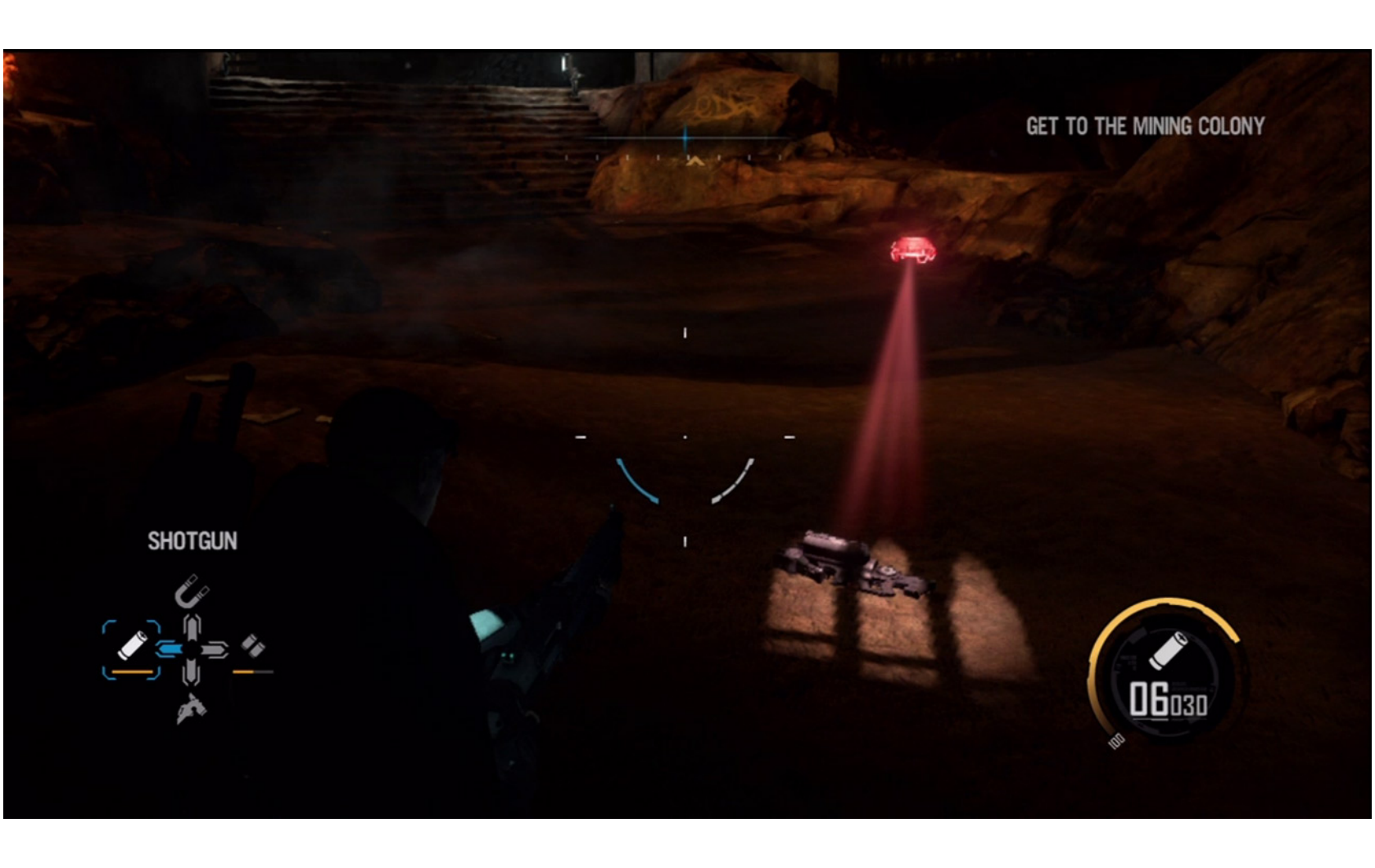
When you reach a large signpost listing the directions to multiple locations, follow the arrow pointing to Bastion. Unfortunately the tunnel leading to Bastion has caved in. However, there is an audio log you can retrieve.


GET TO THE MINING COLONY
18028

Audio Log 02: God damnit. Someone's been messing with my coms again. I can't raise Bastion, can't raise Station 2. . . can't get anything! I bet it was Whiteside. I saw him heading out to the relay station a few hours ago. Haven't seen him since though.

GET TO THE MINING COLONY
18028

After grabbing the latest audio log, turn around and cross the bridge, heading in the direction of Diggstown and Elevator B. Just beyond the bridge, the tunnel is shaken by a large explosion that sends a couple of miners flying through the air. One lands right at your feet, dead. Darius then receives a distress call from the colony—it sounds like they're under attack. Jump up onto the low ledge ahead and continue through the tunnel. The GPS markers lead you directly to the colony.


GET TO THE MINING COLONY
SHOTGUN
06030

Just ahead there is a Charge Launcher on the ground. This weapon fires grenade-like explosives that can be detonated on command. However, you can only carry four weapons at a time, so consider swapping your Shotgun for the Charge Launcher. To do so, equip the Shotgun, then pick up the Charge Launcher. If you're carrying four weapons, you will always drop your equipped weapon when picking up a new one, so pay close attention to make sure you have the weapons you want.

New Objective:

Stop the Invasion

STOP THE INVASION

As you near the mining colony, S.A.M. warns of multiple hostiles approaching, as indicated by the red dots on your compass. Equip the Magnet Gun and get ready for some demolition. Attach a magnet to one of the structures, like the tower in the middle of the courtyard. Then attach an anchor to one of the ravagers hanging along the cave's walls. This causes the metallic debris to crash into the ravager, killing it. Alternatively, you can attach a magnet to a ravager and then launch it into a structure of your choice.Given the metallic structures here, you have plenty of ammo that you can throw at the ravagers, so keep moving and launching metal at your foes. You can also attach magnets to the red barrels scattered around the colony and then launch them at enemies like explosive rockets.

Martian Matchmaker

Using the Magnet Gun, attach a magnet to a ravager, and then attach an anchor to a different ravager, causing the two creatures to crash into each other. If they both die in the collision, you earn the Martian Matchmaker achievement/trophy. This is a great tactic to use against ravagers and it doesn't waste any ammo.

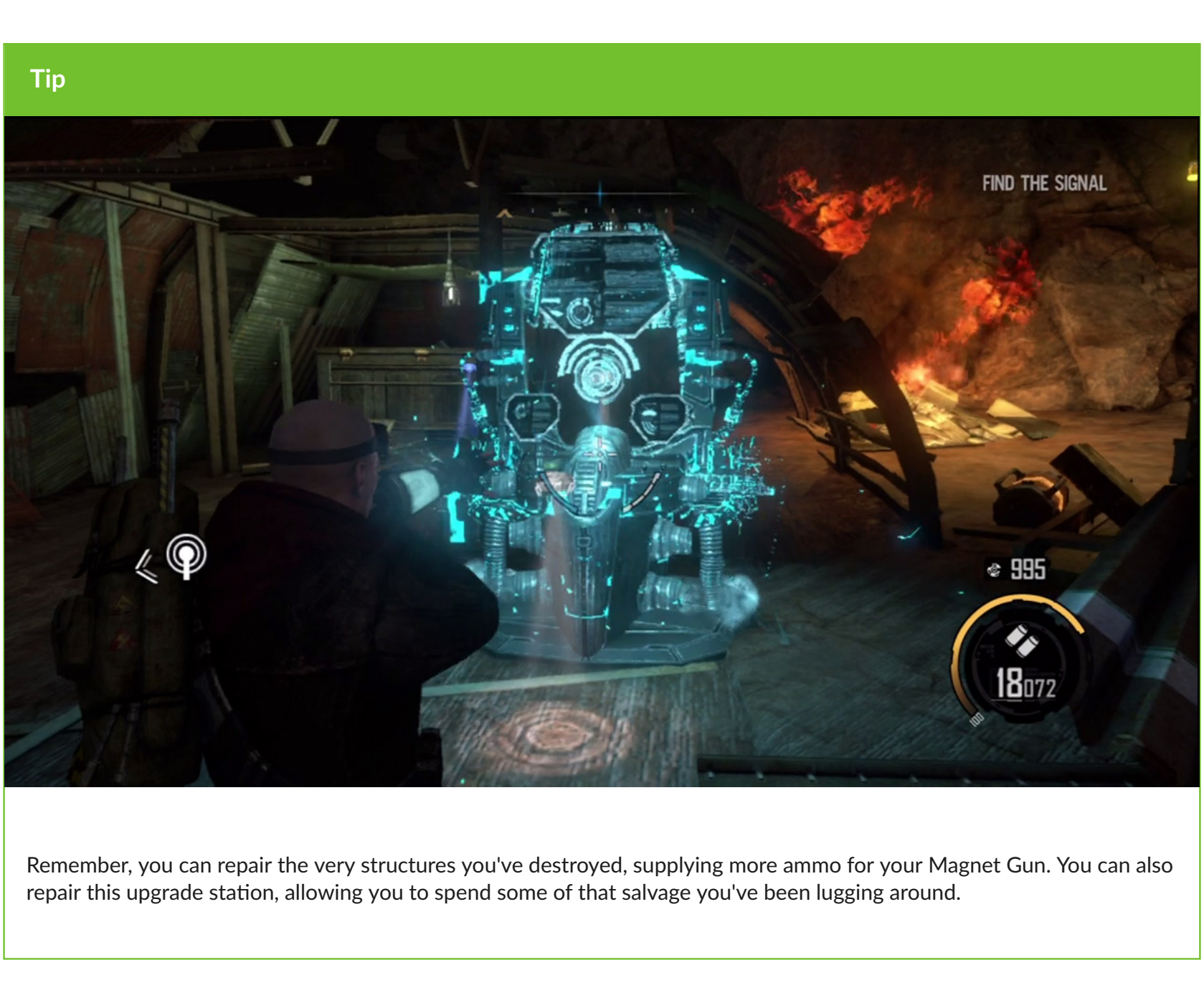
Liftoff

Also with the Magnet Gun, attach a magnet to a ravager, then attach an anchor point to the far side of the cavern. If the enemy travels at least 50 meters, you earn the Liftoff achievement/trophy.

STOP THE INVASION
WELDING

After eliminating the first group of ravagers, a second wave approaches. Continue using the Magnet Gun to launch debris at the attackers. For the most part, the ravagers stay on the perimeter of the cave, firing at you from a distance. If they get close, simply fire a magnet at them and then attach an anchor to a distant piece of metal to send them flying through the air.

Tip


FIND THE SIGNAL
995
18072

Remember, you can repair the very structures you've destroyed, supplying more ammo for your Magnet Gun. You can also repair this upgrade station, allowing you to spend some of that salvage you've been lugging around.

New Objective:

Find the Signal

FIND THE SIGNAL
3m
18072

After eliminating all the ravagers, locate the source of the distress signal you received earlier. Unfortunately the miner who sent the signal is dead, along with the rest of those nearby. But soon after you locate the dead miner you receive a new transmission from a Lt. Pierce of Red Faction—apparently they were responding to the same distress signal too. Darius is able to make contact with Lt. Pierce. Pierce is surprised to hear Darius' voice—everyone assumed he was dead. Pierce says they're loading up a convoy heading for Bastion. He then relays the convoy's coordinates. You'll need to activate a nearby elevator to rendezvous with the convoy.

New Objective:

Get to the Elevator

GET TO THE ELEVATOR
10072

Follow the GPS markers into the nearby tunnel. Here you're confronted by multiple creepers. Wait for the creepers to get close and then unleash a Shockwave to suspend them in the air. As the stunned creepers float in front of you, smash them with the Maul or shoot them with your Pistols. The Charge Launcher is also very effective. Launch a few charges toward the swarm while backpedaling down the tunnel. When you're a safe distance from the charges, detonate them to reduce the creepers into a yellow pulp.

It's All in the Wrist

When confronting the creepers in the tunnel, hit them with Impact. If you knock one creeper back at least 30 meters you earn this achievement/trophy.

New Objective:

Clear the Area

CLEAR THE AREA
CANCEL

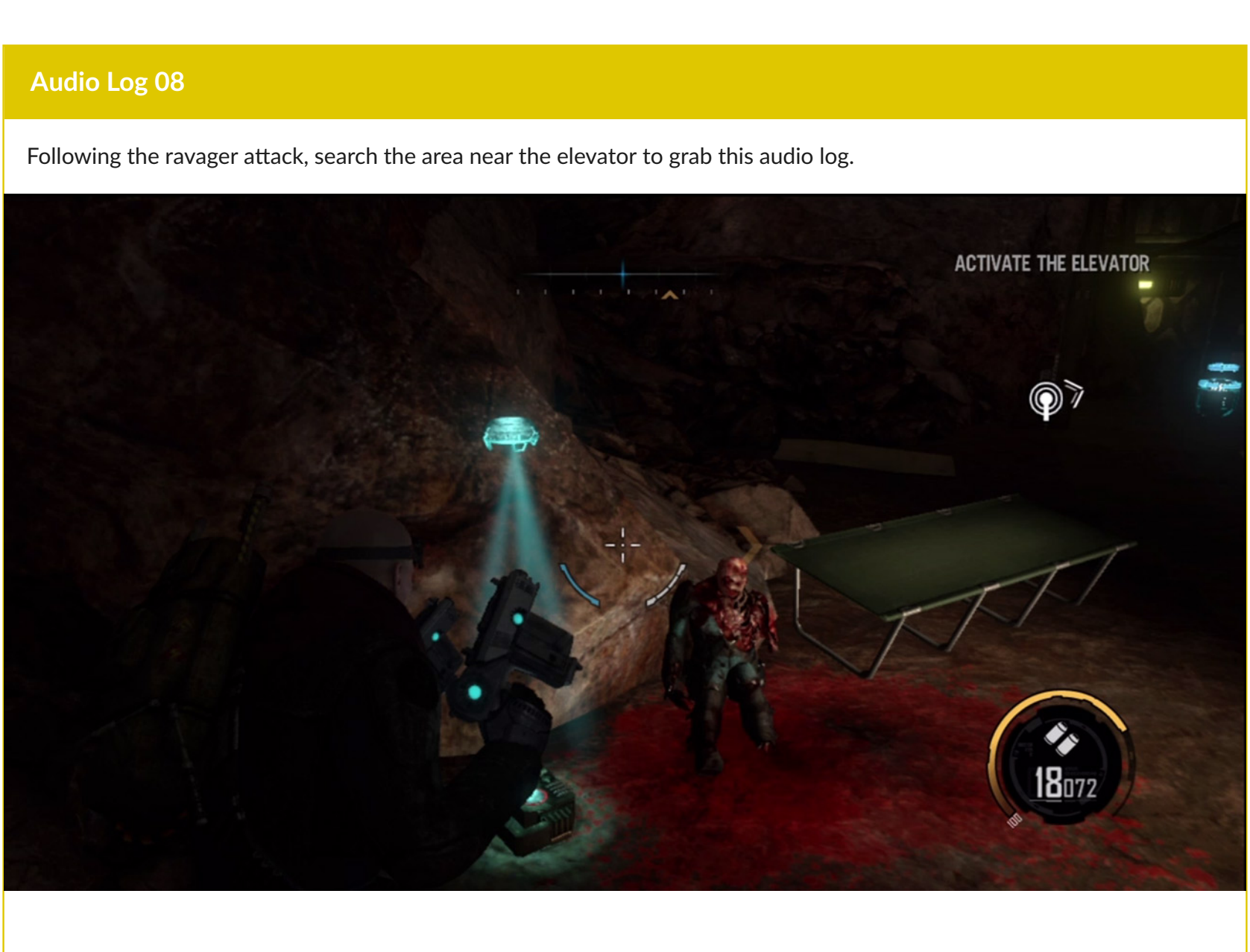
After clearing the creep-infested tunnel, a massive alien claw-like structure thrusts through the soil ahead, emitting a green glow. This is a monolith. S.A.M. reports the monolith is enhancing the nearby ravagers, as indicated by their green glow. S.A.M. suggests destroying the monolith as this will make the ravagers easier to kill. Equip the Charge Launcher and pepper the monolith with charges, then detonate them all at once. Alternately, you can use the Magnet Gun to launch red barrels at the monolith. Keep hammering the monolith until it explodes. However, watch out for the green balls of energy fired by the monolith. These surges of energy explode upon contact and are capable of inflicting heavy damage. Fortunately these projectiles move slowly, giving you ample opportunity to dive out of the way.

CLEAR THE AREA
CHARGE LAUNCHER
18052

Now focus on the ravagers clinging to the cavern walls. As at the mining colony, there's plenty of nearby metal you can use as ammo for your Magnet Gun. Launch scraps of metal at the ravagers or pick them off with your Pistols. If the ravagers attack at close range, use melee strikes with your selected weapons or smash them with the Maul. The ravagers attack in waves, spawning on the walls of this chamber. Keep moving and shooting until they're all eliminated. Following the attack, Darius asks S.A.M. to contact Kara—she can help you track survivors.

Audio Log 08

Following the ravager attack, search the area near the elevator to grab this audio log.


ACTIVATE THE ELEVATOR
18072

Audio Log 08 : Hey Timmy, it's pops. Just wanted to say happy birthday. Sorry I can't be there today. . .General's got us out on a. . . well. . . a top secret mission.

I'll be back in a couple of weeks. Heck, maybe before you even get this. . . See you soon.

New Objective:

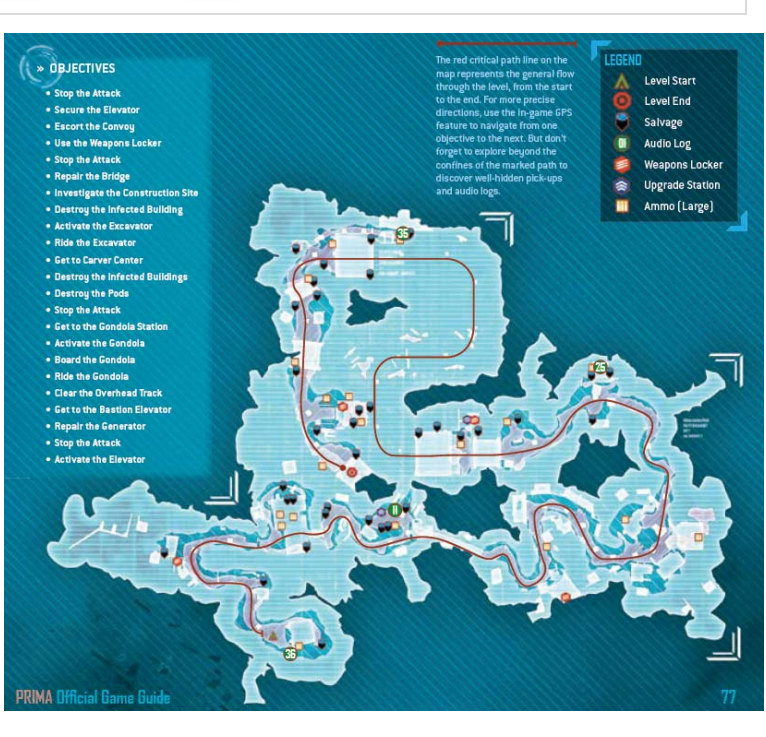
Activate the Elevator

Gather the salvage and ammo scattered around the area, and then activate the controls for the elevator. The convoy is in the tunnel below. Perhaps they can get you out of this mess and back to Bastion?

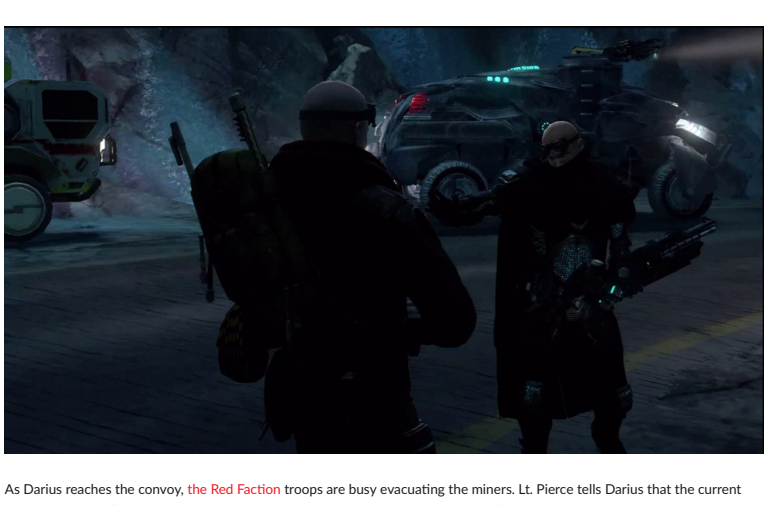
Campaign

Road to Bastion

Icon	Name	Description	Gamerscore	Trophy
	Boom Goes the Dynamite	Kill 2 other enemies with a single exploding Berserker.	10	Bronze
	Oooooh Yeah!	Kill 5 enemies with one LEO shoulder bash.	10	Bronze
	Vanguard	Escort the convoy.	15	Bronze



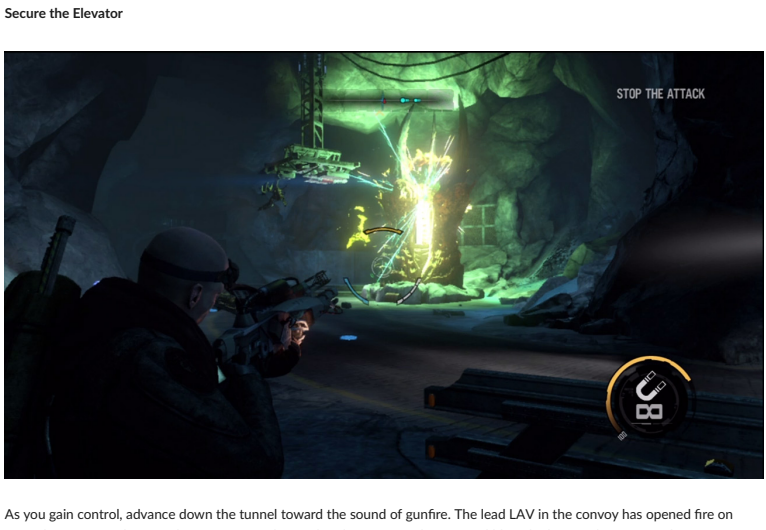
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.



As Darius reaches the convoy, the Red Faction troops are busy evacuating the miners. Lt. Pierce tells Darius that the current convoy is full—he'll need to wait for the next one. When Darius says he'd rather walk out on his own, the conversation is interrupted by a distress signal. The troops further down the tunnel have encountered something and are under attack. While Pierce stands frozen, Darius rushes ahead to assist.

New Objective:

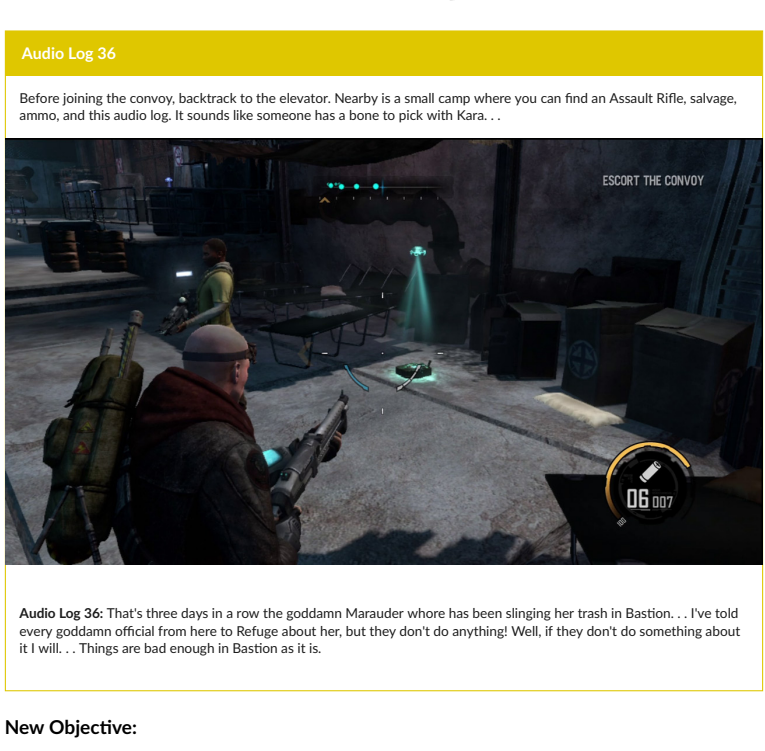
Stop the Attack
Secure the Elevator



As you gain control, advance down the tunnel toward the sound of gunfire. The lead LAV in the convoy has opened fire on several ravagers in the tunnel. Use your Pistols to aid in the convoy's defense and blast the large red storage tanks in an effort to kill a few ravagers. Shift your fire to the monolith when it emerges from the ground. Use the Charge Launcher to take it out or pummel it with debris using the Magnet Gun. In any case, take out the monolith before resuming your attack on the ravagers. Also, be ready to dodge its incoming green pulses of energy. Once the alien forces are eliminated, gather up any salvage left behind as the convoy begins advancing down the tunnel.

Audio Log 36

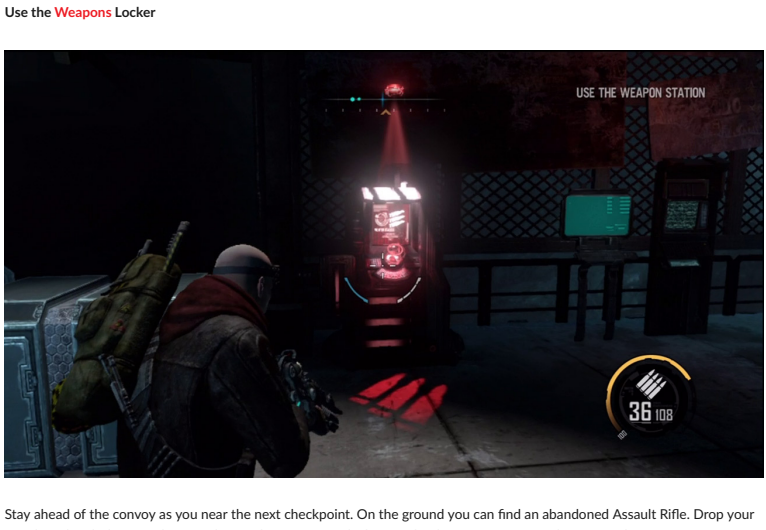
Before joining the convoy, backtrack to the elevator. Nearby is a small camp where you can find an Assault Rifle, salvage, ammo, and this audio log. It sounds like someone has a bone to pick with Kara. . .



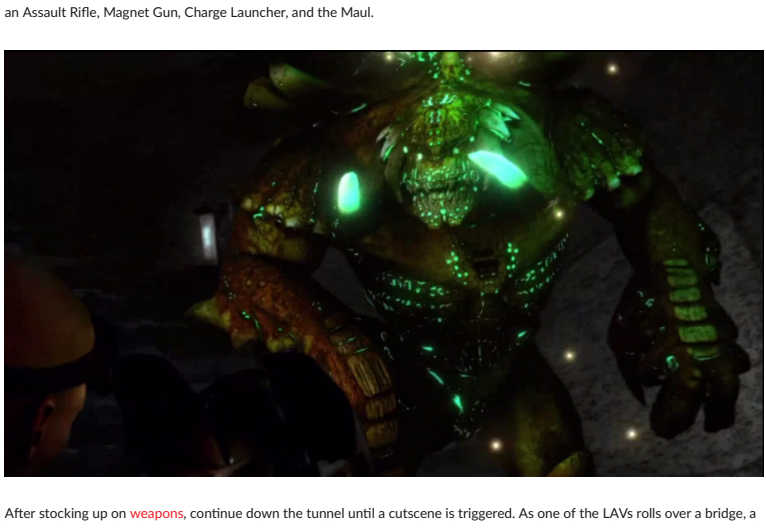
Audio Log 36: That's three days in a row the goddamn Marauder whore has been slinging her trash in Bastion. . . I've told every goddamn official from here to Refuge about her, but they don't do anything! Well, if they don't do something about it I will. . . Things are bad enough in Bastion as it is.

New Objective:

Escort the Convoy
Use the Weapons Locker

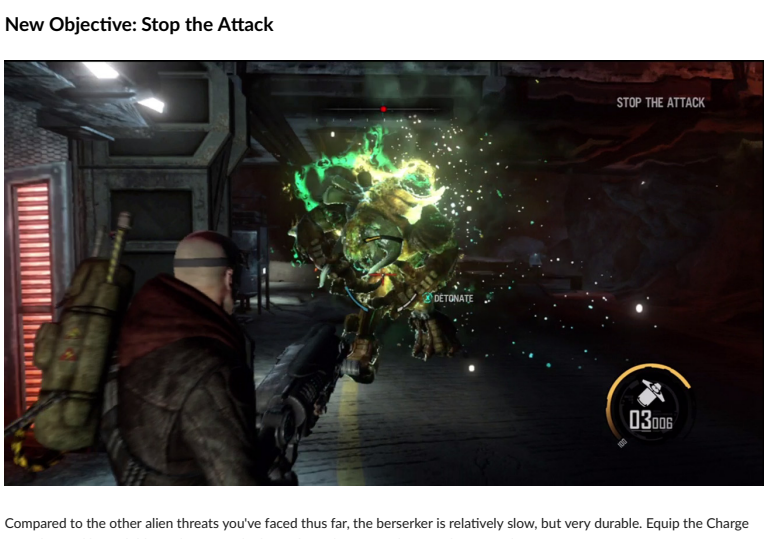


Stay ahead of the convoy as you near the next checkpoint. On the ground you can find an abandoned Assault Rifle. Drop your Pistols and grab the Assault Rifle. There's also a weapons locker nearby that you can use to alter your selection of weapons. Weapons lockers function similar to upgrade stations. Any weapon you've encountered thus far appears in each weapons locker. Use the locker's interface to choose which weapons you'd like to bring along. For the fighting ahead consider bringing an Assault Rifle, Magnet Gun, Charge Launcher, and the Maul.

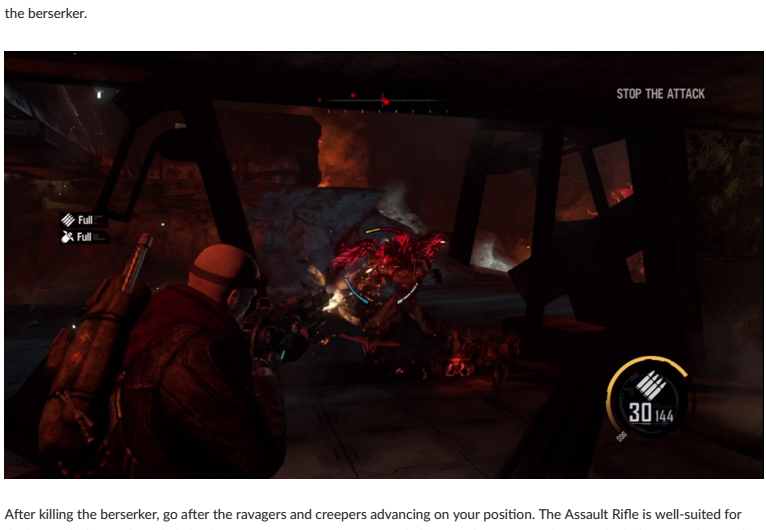


After stocking up on weapons, continue down the tunnel until a cutscene is triggered. As one of the LAVs rolls over a bridge, a large explosion rocks the cavern, causing the LAV to plummet into a deep chasm. A new alien threat then appears, surging with green energy. This is a berserker.

New Objective: Stop the Attack

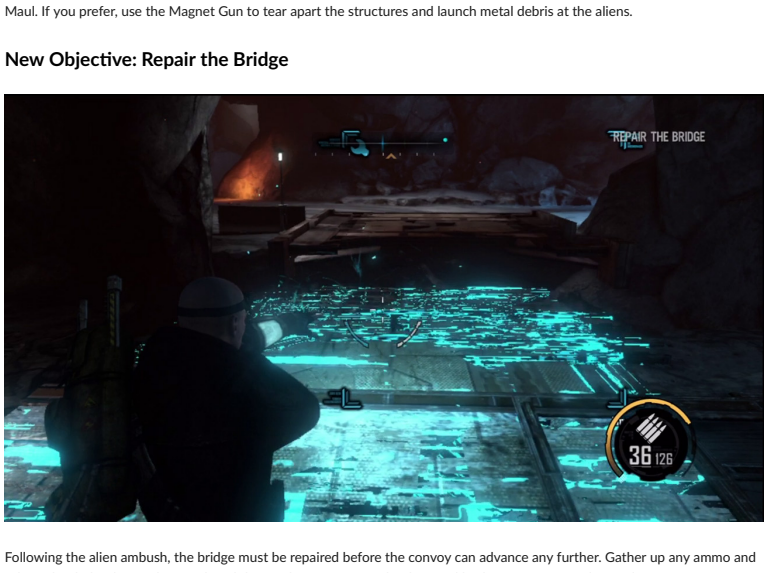


Compared to the other alien threats you've faced thus far, the berserker is relatively slow, but very durable. Equip the Charge Launcher and begin lobbing charges in the berserker's direction. Also, watch out for the incoming surges of green energy. After landing, these green blasts explode, so make sure you're far away. Meanwhile, set off a few explosions of your own by detonating the charges you've launched. You don't need to score direct hits—just try to detonate as many charges near the berserker as possible. Over time this slowly depletes the alien's health. Ignore the ravagers for now and focus on bringing down the berserker.



After killing the berserker, go after the ravagers and creepers advancing on your position. The Assault Rifle is well-suited for dealing with these relatively light threats. Use your compass to track down each enemy, as they may be hiding in and around the sky bridge structure above the main road. The convoy's lead LAV will assist in this battle, firing its automatic turret from a distance, but for the most part it's up to you to hunt down and eliminate each wave of enemies. If you must enter the structures to eliminate the enemies, be prepared to bring them down with melee strikes using either your Assault Rifle or the Maul. If you prefer, use the Magnet Gun to tear apart the structures and launch metal debris at the aliens.

New Objective: Repair the Bridge



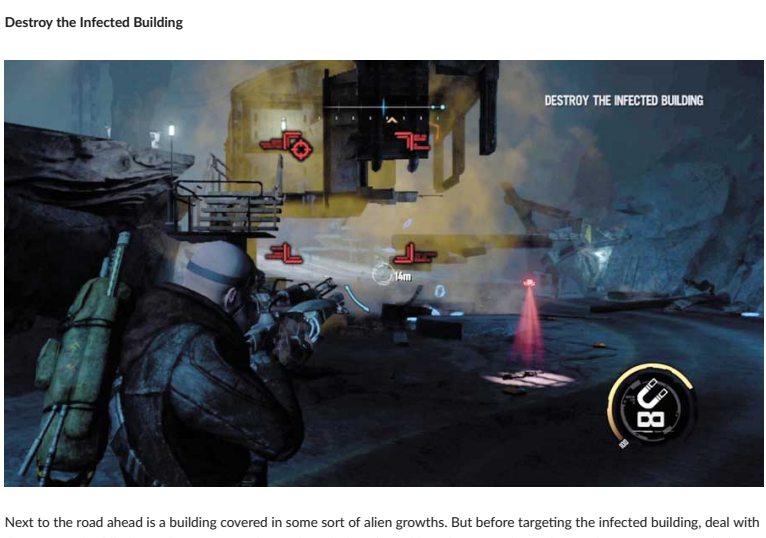
Following the alien ambush, the bridge must be repaired before the convoy can advance any further. Gather up any ammo and salvage left behind from the attack and then make your way to the damaged bridge. Don't worry about taking time scavenging the area for pick-ups—the convoy will wait for you. Repair and then cross the bridge. In the tunnel ahead, Darius suggests the convoy stays behind while he scouts the construction site ahead. The convoy can't afford to run head-first into another ambush.

Construction Site

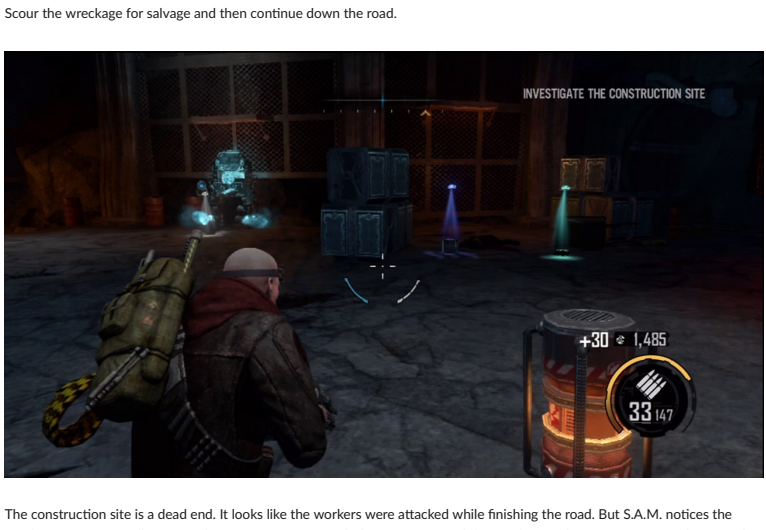
New Objective:

Investigate the Construction Site

Destroy the Infected Building



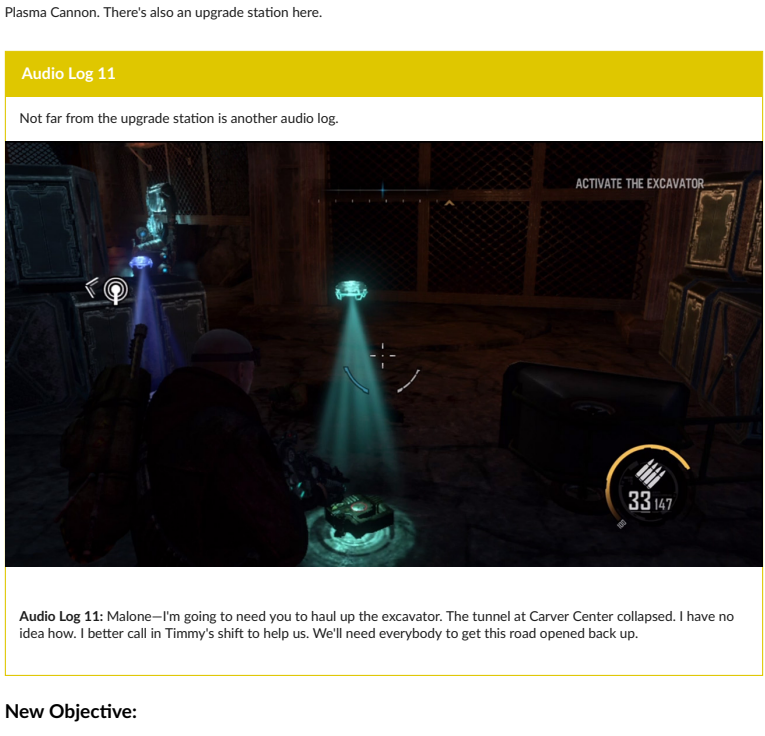
Next to the road ahead is a building covered in some sort of alien growths. But before targeting the infected building, deal with the creepers huddled over the corpses in the road. Exploding the red barrels is enough to take out these creatures. With the creepers out of the way, go to work on dismantling the infected building. Equip the Magnet Gun and yank out the four supports propping the building up. After removing a few of the vertical supports, the whole building comes crashing down. Scour the wreckage for salvage and then continue down the road.



The construction site is a dead end. It looks like the workers were attacked while finishing the road. But S.A.M. notices the nearby excavator is still functional. Before interacting with the excavator, raid the nearby supply area for ammo, salvage, and a Plasma Cannon. There's also an upgrade station here.

Audio Log 11

Not far from the upgrade station is another audio log.

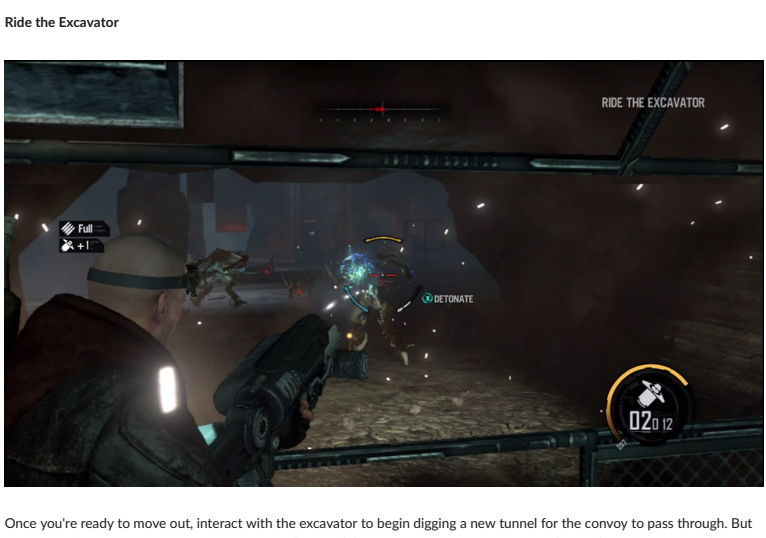


Audio Log 11: Malone—I'm going to need you to haul up the excavator. The tunnel at Carver Center collapsed. I have no idea how. I better call in Timmy's shift to help us. We'll need everybody to get this road opened back up.

New Objective:

Activate the Excavator

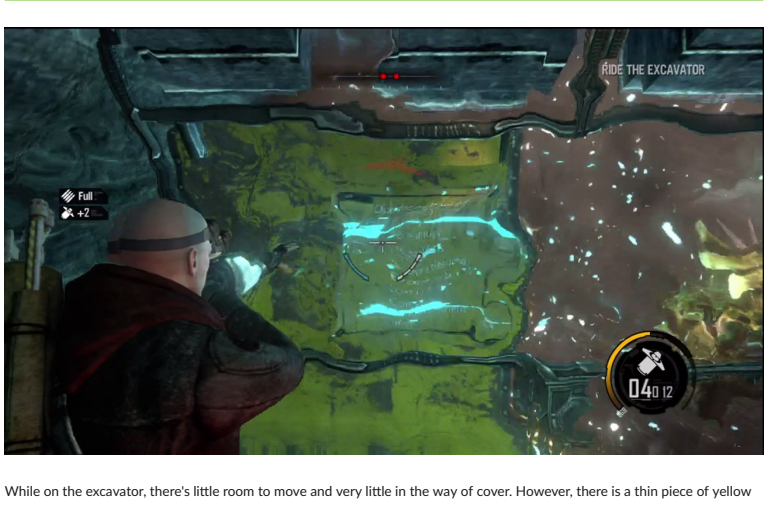
Ride the Excavator



Once you're ready to move out, interact with the excavator to begin digging a new tunnel for the convoy to pass through. But as soon as the excavator starts up, you come under attack by a mix of creepers, ravagers, and a few berserkers. Equip the Charge Launcher and begin lobbing charges at your enemies. Target the creepers first until the berserkers appear, then aggressively attack these durable enemies before they can get close to the excavator.

Boom Goes the Dynammite

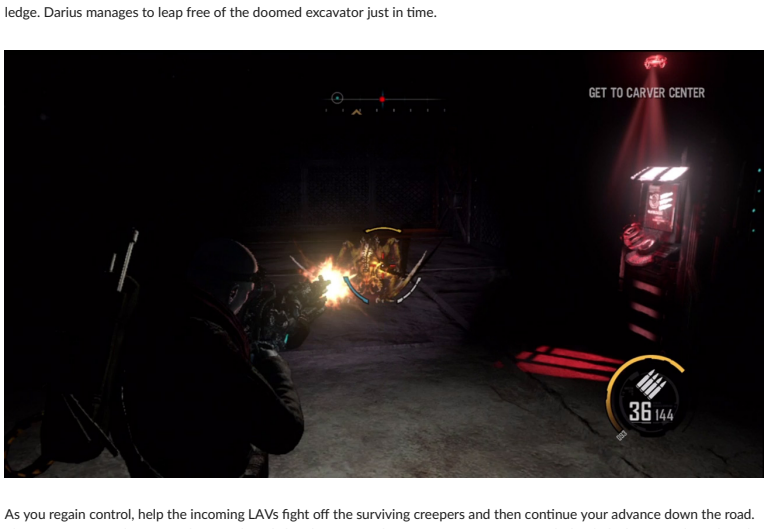
Given the large concentration of bugs in the tunnel, this is a good spot to kill multiple enemies with one berserker explosion. For best results, use the Magnet Gun to launch a nearly dead berserker at a group of creepers or ravagers. You just need to kill two other enemies with the berserker's life-ending explosion to unlock this achievement/trophy.



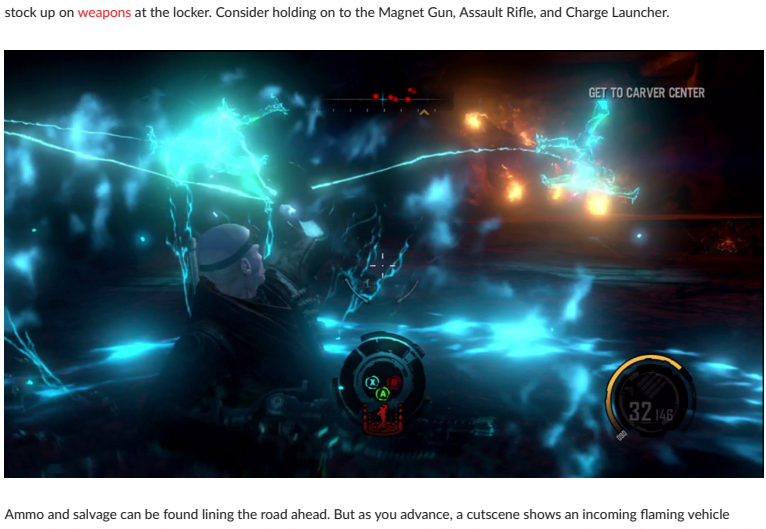
While on the excavator, there's little room to move and very little in the way of cover. However, there is a thin piece of yellow metal on the left side of the excavator's narrow operator platform—the machinery's operating instructions are printed on the metal. Hide behind this when taking incoming fire and when detonating your charges. However, this piece of metal can be destroyed, so be ready to repair it quickly. You won't last long without this flimsy piece of cover.

New Objective: Get to Carver Center

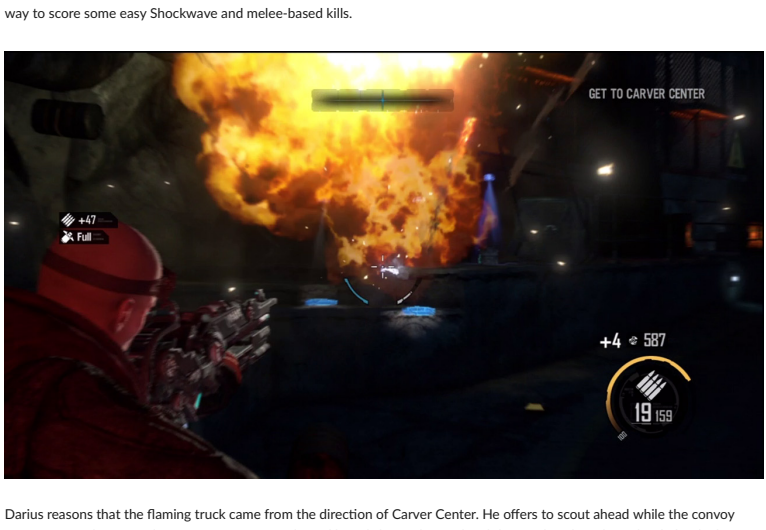
Shortly after the excavator punches through the rock, completing the tunnel, a cutscene shows the excavator tumbling over a ledge. Darius manages to leap free of the doomed excavator just in time.



As you regain control, help the incoming LAVs fight off the surviving creepers and then continue your advance down the road. The convoy stops when an explosion is heard ahead—Darius volunteers to investigate. Search the dark alcove on the right side of the road to locate a weapons locker. As you approach the locker, a creeper drops from the ceiling. Blast the creeper, then stock up on weapons at the locker. Consider holding on to the Magnet Gun, Assault Rifle, and Charge Launcher.

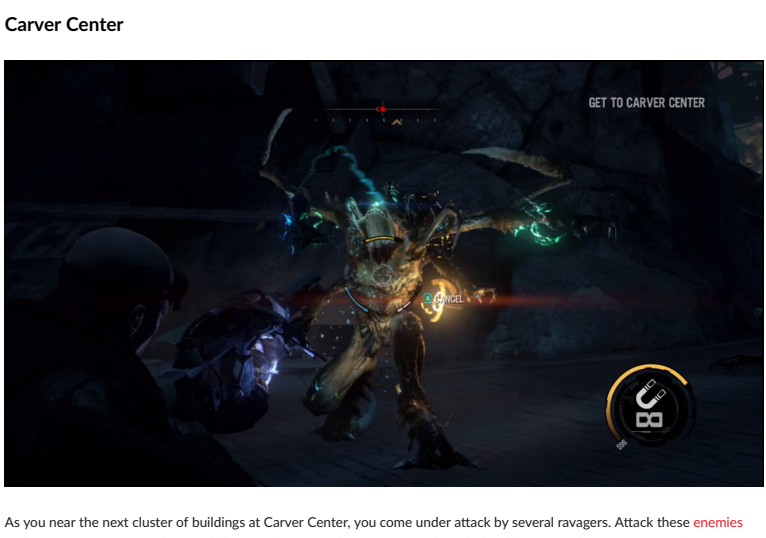


Ammo and salvage can be found lining the road ahead. But as you advance, a cutscene shows an incoming flaming vehicle covered with creepers crashing into a tunnel wall. As you regain control, allow the creepers to circle around you, then unleash a Shockwave. Blast the stunned creepers with your Assault Rifle, killing them before they hit the ground. This will help add some Shockwave kills toward the Zero G War achievement/trophy. Or you can take out some of the creepers with melee strikes to increment you progress toward the What is Best in Life? achievement/trophy. Creepers are relatively harmless and the best way to score some easy Shockwave and melee-based kills.



Darius reasons that the flaming truck came from the direction of Carver Center. He offers to scout ahead while the convoy stays put. On the way, take a moment to target the red barrels lining the road and then gather the salvage left behind. There's also a few ammo pick-ups along the way.

Carver Center



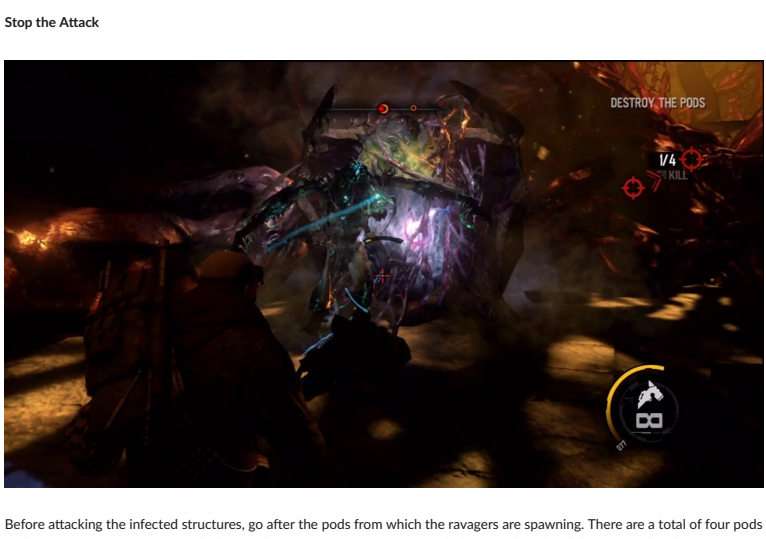
As you near the next cluster of buildings at Carver Center, you come under attack by several ravagers. Attack these enemies with your Magnet Gun. Either send them crashing into the structures or launch the debris from the structures at them. S.A.M. reports that the creatures are drawing power from the infected structures nearby.

New Objective:

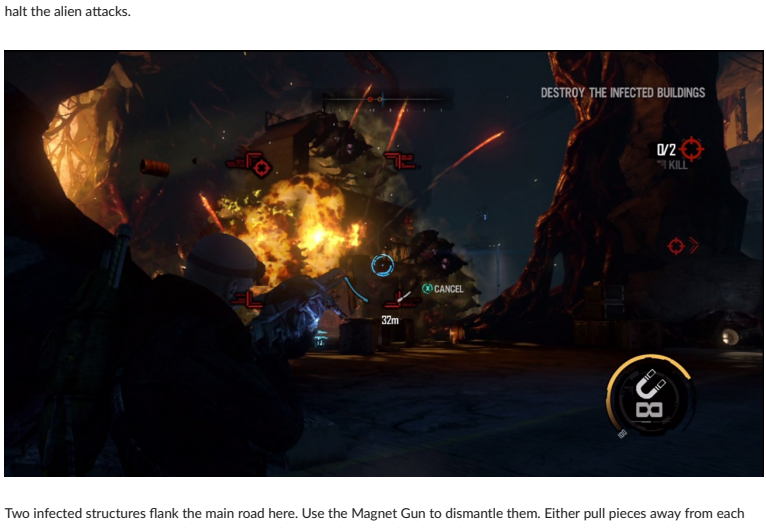
Destroy the Infected Buildings

Destroy the Pods

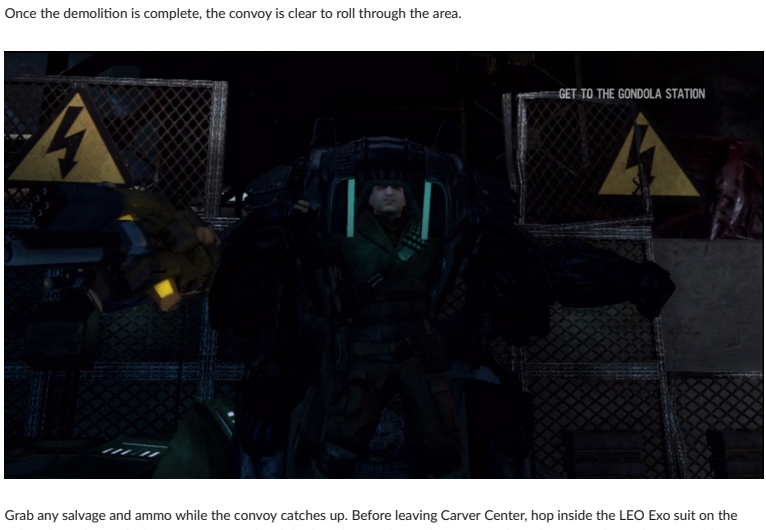
Stop the Attack



Before attacking the infected structures, go after the pods from which the ravagers are spawning. There are a total of four pods in this area, appearing as orange hollow circle icons on your compass. Track down each pod and destroy it. The Charge Launcher and Assault Rifle are best suited for this task, but at close range, the Maul is hard to beat. Smash open each pod to halt the alien attacks.



Two infected structures flank the main road here. Use the Magnet Gun to dismantle them. Either pull pieces away from each structure or launch pieces of debris at them. There are also several red barrels you can use to explode parts of the structures. Once the demolition is complete, the convoy is clear to roll through the area.



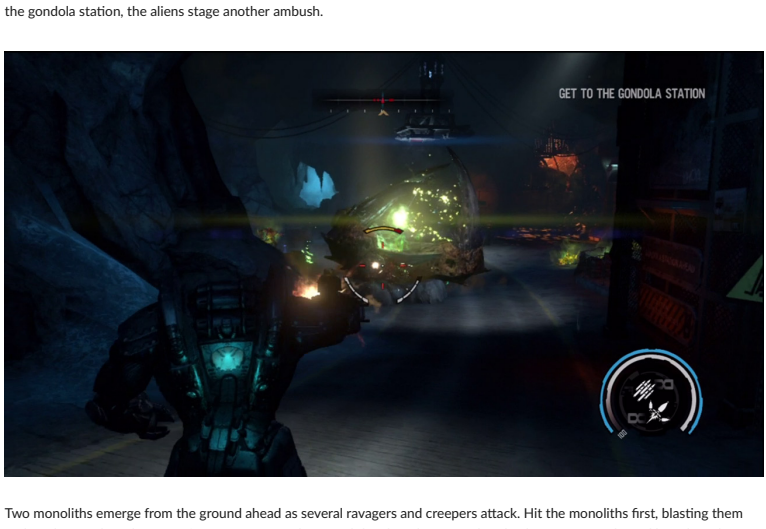
Grab any salvage and ammo while the convoy catches up. Before leaving Carver Center, hop inside the LEO Exo suit on the right side of the road. This suit is equipped with both rockets and a machine gun, making the remainder of the trip much easier.

Tip

If you want to blast through Carver Center fast, rush to the Exo suit during the alien attack. This makes it much easier to eliminate the pods and infected buildings.

New Objective: Get to the Gondola Station

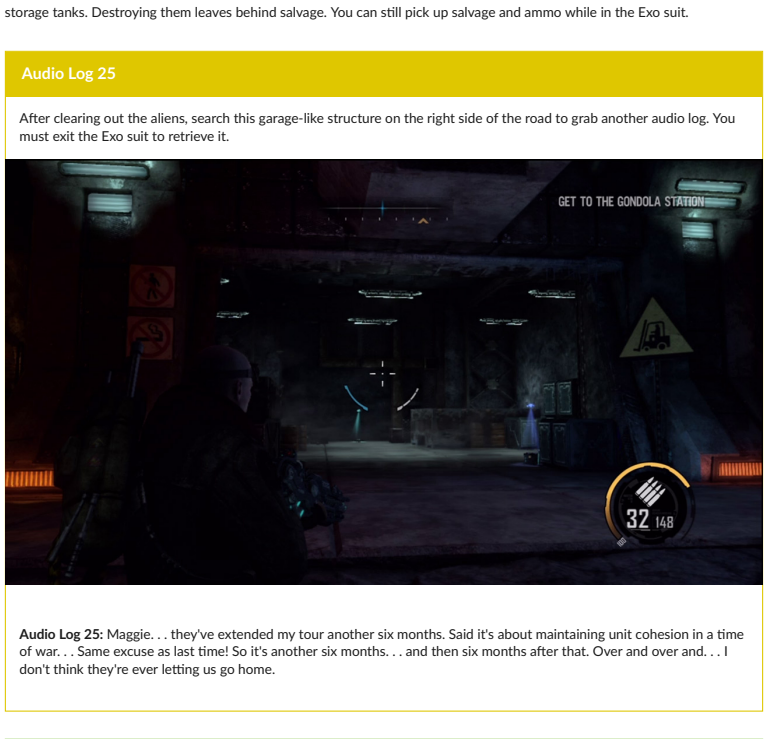
Sporting the new LEO Exo suit, regroup with the convoy and lead the way down the next stretch of the tunnel. On the way to the gondola station, the aliens stage another ambush.



Two monoliths emerge from the ground ahead as several ravagers and creepers attack. Hit the monoliths first, blasting them with rockets and machine gun fire. Once you've eliminated the alien threats at this checkpoint, target the red barrels and storage tanks. Destroying them leaves behind salvage. You can still pick up salvage and ammo while in the Exo suit.

Audio Log 25

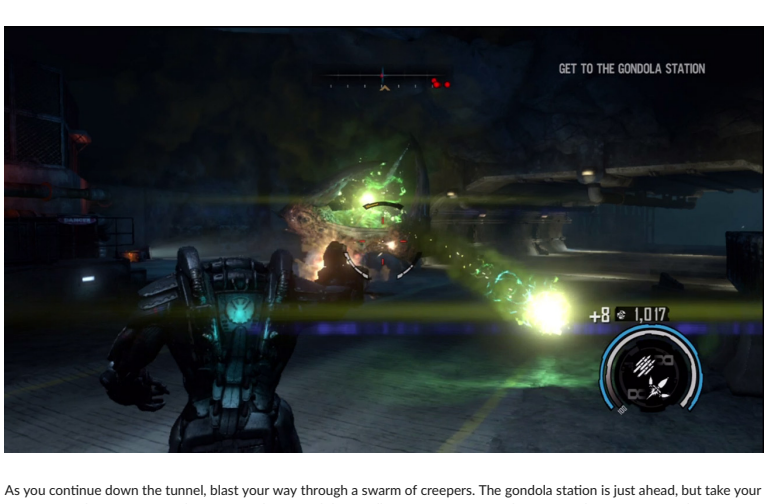
After clearing out the aliens, search this garage-like structure on the right side of the road to grab another audio log. You must exit the Exo suit to retrieve it.



Audio Log 25: Maggie. . . they've extended my tour another six months. Said it's about maintaining unit cohesion in a time of war. . . Same excuse as last time! So it's another six months. . . and then six months after that. Over and over and. . . I don't think they're ever letting us go home.

Crusader

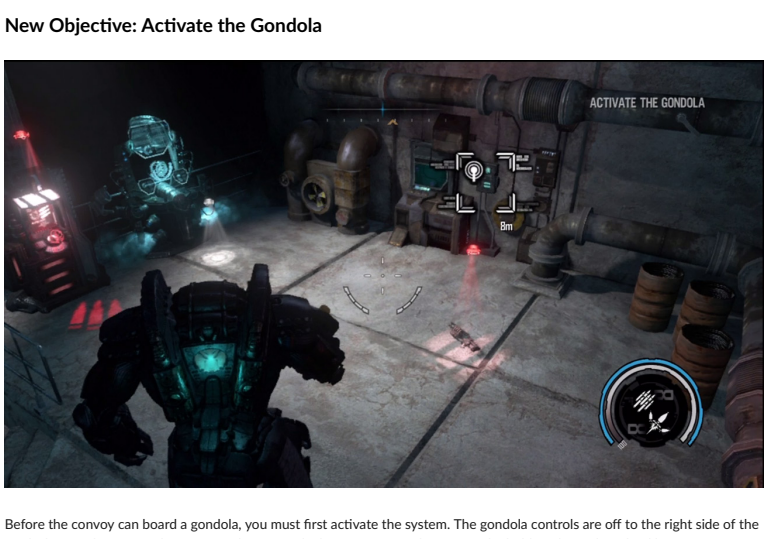
To earn this achievement/trophy, you must kill 175 enemies while in the Exo suit. Obviously this takes a while to earn, but now's a good time to start.



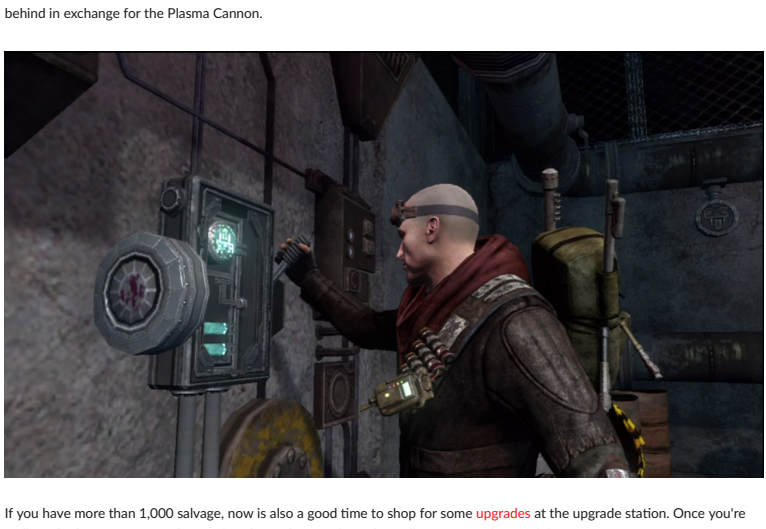
As you continue down the tunnel, blast your way through a swarm of creepers. The gondola station is just ahead, but take your time getting there. You must eliminate another monolith as well as a few ravagers and creepers. The Exo suit's machine gun and rockets make quick work of all these threats. Once all enemy contacts have disappeared from the compass, target the nearby red barrels and tanks and then gather the salvage left behind. Once you've cleared out the area, continue down the tunnel to the gondola station.

Gondola Station

New Objective: Activate the Gondola

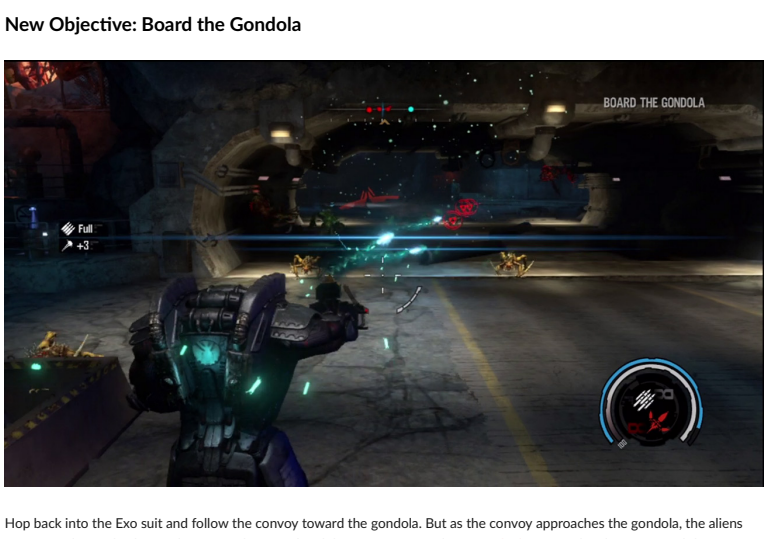


Before the convoy can board a gondola, you must first activate the system. The gondola controls are off to the right side of the road, along with an upgrade station and weapons locker. Step out of the Exo suit by holding down the reload button—you cannot interact with the upgrade station, weapons locker, or gondola controls while in the Exo suit. On the ground here there's also a Plasma Cannon. Next, interact with the weapons locker to adjust your weapons load-out. Consider leaving the Maul behind in exchange for the Plasma Cannon.



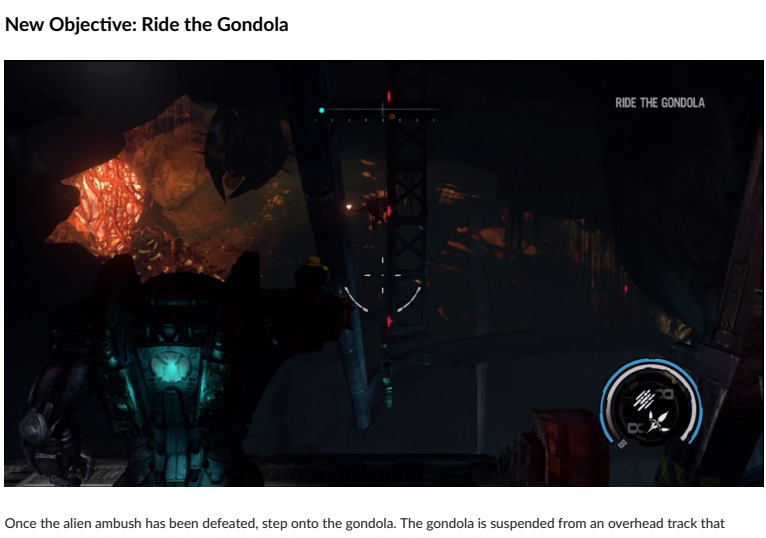
If you have more than 1,000 salvage, now is also a good time to shop for some upgrades at the upgrade station. Once you're well stocked on weapons and upgrades, throw the switch on the wall to activate the gondola system.

New Objective: Board the Gondola



Hop back into the Exo suit and follow the convoy toward the gondola. But as the convoy approaches the gondola, the aliens spring another ambush, attacking from the tunnel and destroying one of the rear vehicles. Immediately put yourself between the last ambulance and the incoming aliens. The attackers consist of creepers, ravagers, and one berserker. Unleash a barrage of machine gun and rocket fire on the aliens. Even the berserker is relatively easy to dispatch with this much firepower. If the creepers get too close, finish them off with melee strikes. The Exo suit can also perform a shoulder bash attack, causing the suit to lower its shoulder and rush into nearby enemies. The shoulder bash is great for breaking through structures, but it can also deal heavy damage to enemies that get in your way.

New Objective: Ride the Gondola

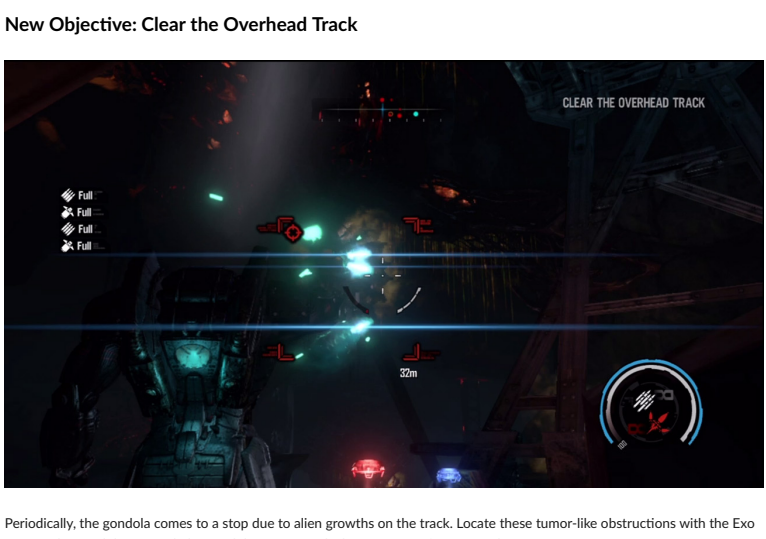


Once the alien ambush has been defeated, step onto the gondola. The gondola is suspended from an overhead track that weaves through the cavern high above a deep chasm. During the ride, keep a close eye on your compass for enemies. Creepers and ravagers line the walls of the cavern along with pods from which the creepers spawn. Blast the nearby enemies first, then target the pods attached to the cavern's walls.

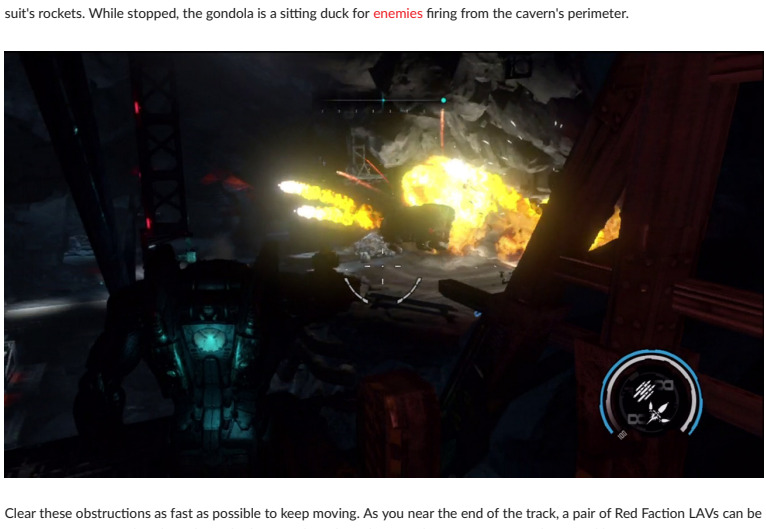
Caution

Be careful not to accidentally step off the gondola during this journey through the cave. There are no guard railings on the front and back of the gondola to prevent you from accidentally stepping off the side. If you do fall, you won't survive and must restart from the last save checkpoint back at the gondola station.

New Objective: Clear the Overhead Track



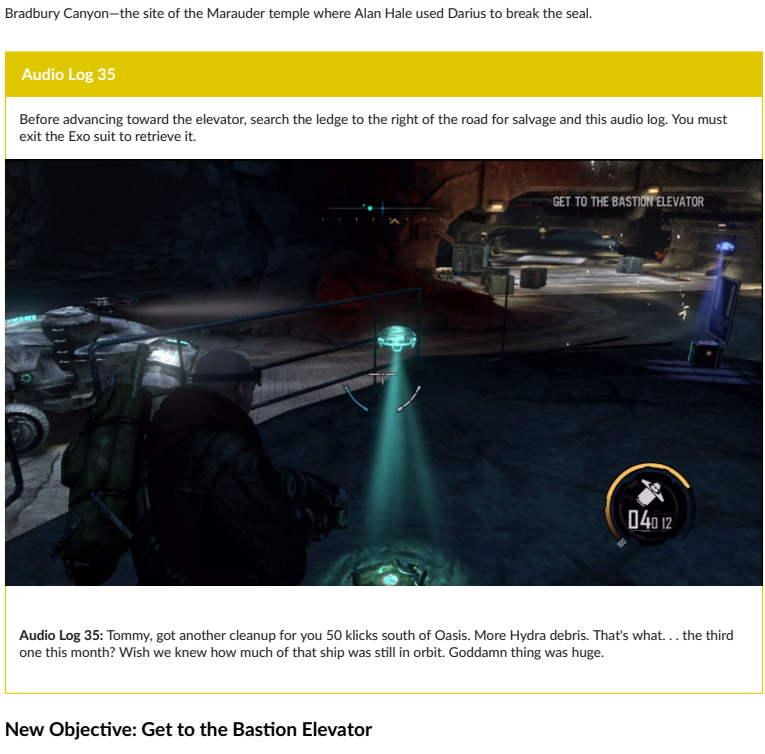
Periodically, the gondola comes to a stop due to alien growths on the track. Locate these tumor-like obstructions with the Exo suit's rockets. While stopped, the gondola is a sitting duck for enemies firing from the cavern's perimeter.



Clear these obstructions as fast as possible to keep moving. As you near the end of the track, a pair of Red Faction LAVs can be seen traversing a road to the right. Help them fend off their alien attackers. But no matter how quickly you react, you can't save the trailing LAV. When the gondola comes to a stop, step off and join the lone LAV. Its commander, Captain Hunt, says the Bastion elevator is just ahead. Hunt says his convoy was unable to find any survivors. He also says the attacks originated near Bradbury Canyon—the site of the Marauder temple where Alan Hale used Darius to break the seal.

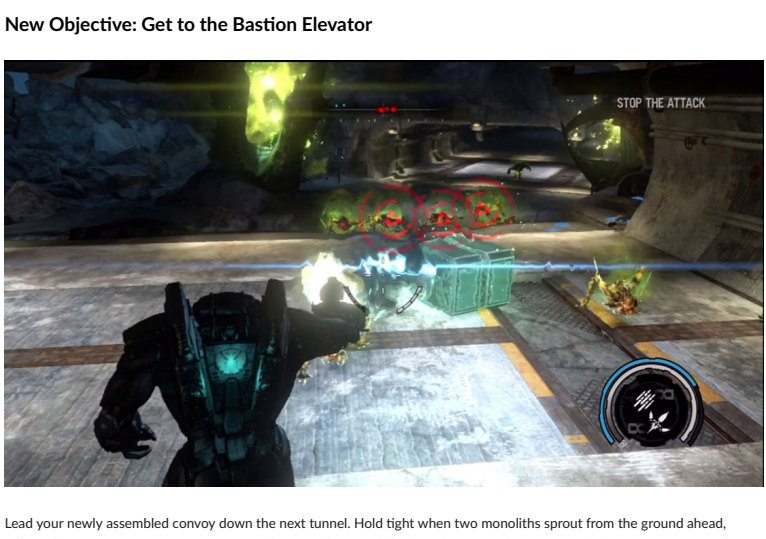
Audio Log 35

Before advancing toward the elevator, search the ledge to the right of the road for salvage and this audio log. You must exit the Exo suit to retrieve it.



Audio Log 35: Tommy, got another cleanup for you 50 klicks south of Oasis. More Hydra debris. That's what. . . the third one this month? Wish we knew how much of that ship was still in orbit. Goddamn thing was huge.

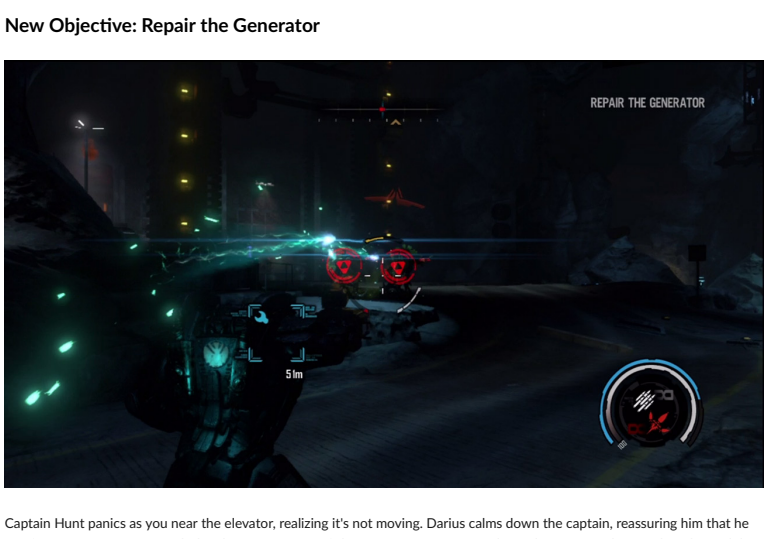
New Objective: Get to the Bastion Elevator



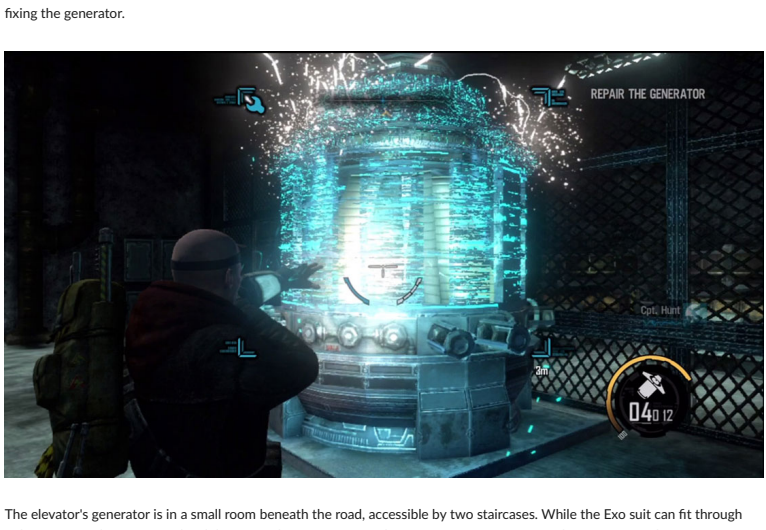
Lead your newly assembled convoy down the next tunnel. Hold tight when two monoliths sprout from the ground ahead, followed by a swarm of incoming creepers. Eliminate the monoliths first, then mow down or smash the creepers surrounding you. There's also a berserker loitering in the distance. Avoid its incoming energy blasts while returning machine gun and rocket fire.

Bastion Elevator

New Objective: Repair the Generator

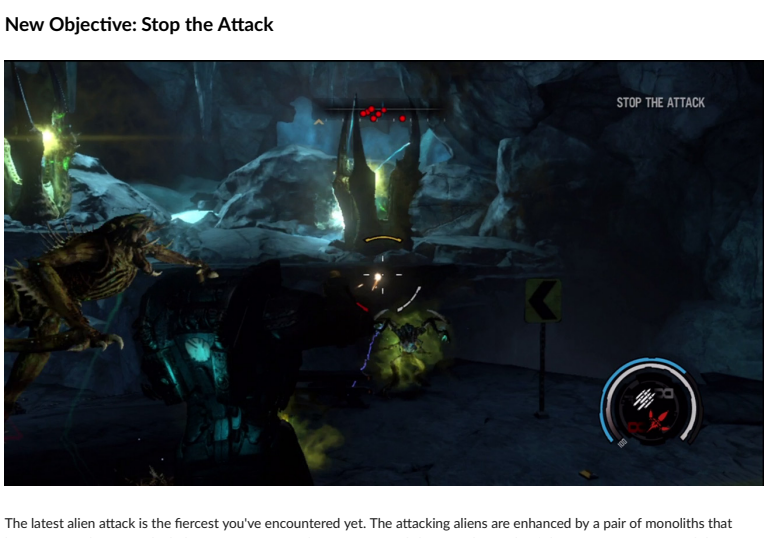


Captain Hunt panics as you near the elevator, realizing it's not moving. Darius calms down the captain, reassuring him that he can fix it. Before you can reach the elevator you must fight your way past a pair of berserkers. Target them with rockets while continually firing your machine guns, but also be ready to side-step their incoming energy blasts. Once the berserkers are down, the area is clear of threats—at least for now. Take a moment to scour the surrounding area for ammo and salvage before fixing the generator.

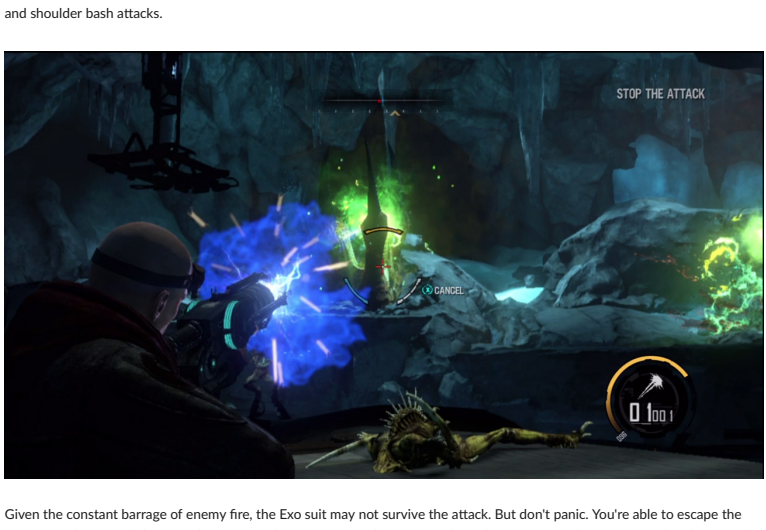


The elevator's generator is in a small room beneath the road, accessible by two staircases. While the Exo suit can fit through either stairway, leave it topside while you go downstairs to conduct repairs. Before repairing the generator, take a moment to search this room for ammo and salvage. There's also a weapons locker down here. Take a moment to review your arsenal and make sure you have the Plasma Cannon, Assault Rifle, Charge Launcher, and Magnet Gun chosen. Once you've scoured the room for pick-ups, repair the generator. As soon as the generator is repaired, get back upstairs and into the Exo suit to repel another enemy attack.

New Objective: Stop the Attack



The latest alien attack is the fiercest you've encountered yet. The attacking aliens are enhanced by a pair of monoliths that have appeared on a nearby ledge. It's important to keep moving and shooting during this fight in an attempt to avoid the incoming energy blasts from the monoliths. Creepers and ravagers surround you during this fight, so make liberal use of melee and shoulder bash attacks.

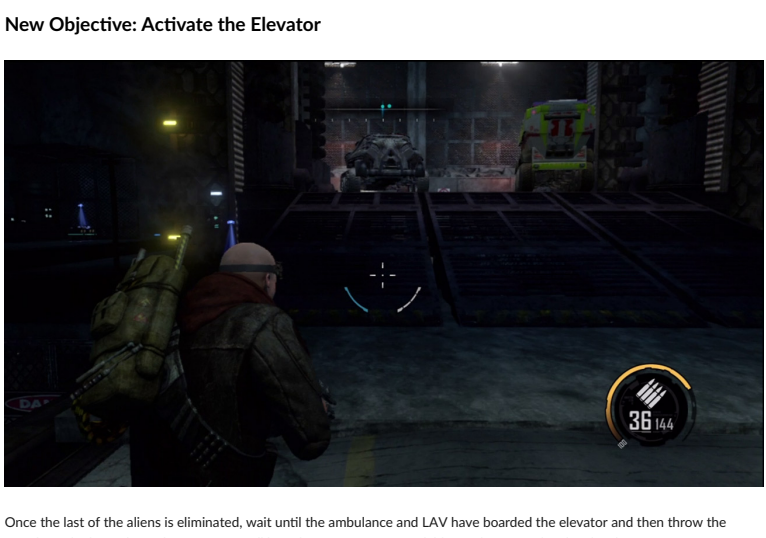


Given the constant barrage of enemy fire, the Exo suit may not survive the attack. But don't panic. You're able to escape the Exo suit and resume fighting. If this occurs, rely on your Assault Rifle to pick off the ravagers and creepers nearby, then use the Plasma Cannon to destroy the two monoliths. Once the monoliths are eliminated, study your compass to hunt down the surviving creepers and ravagers. If you find yourself surrounded, use the Nano Forge's Impact or Shockwave attacks to gain some breathing room.

Ooooh Yeah!

While in the LEO Exo suit, run down at least five enemies with a shoulder bash attack to unlock this achievement/trophy. This is easiest against creepers. Backpedal until a large group gathers in front of you, then initiate a shoulder bash to squish them all.

New Objective: Activate the Elevator



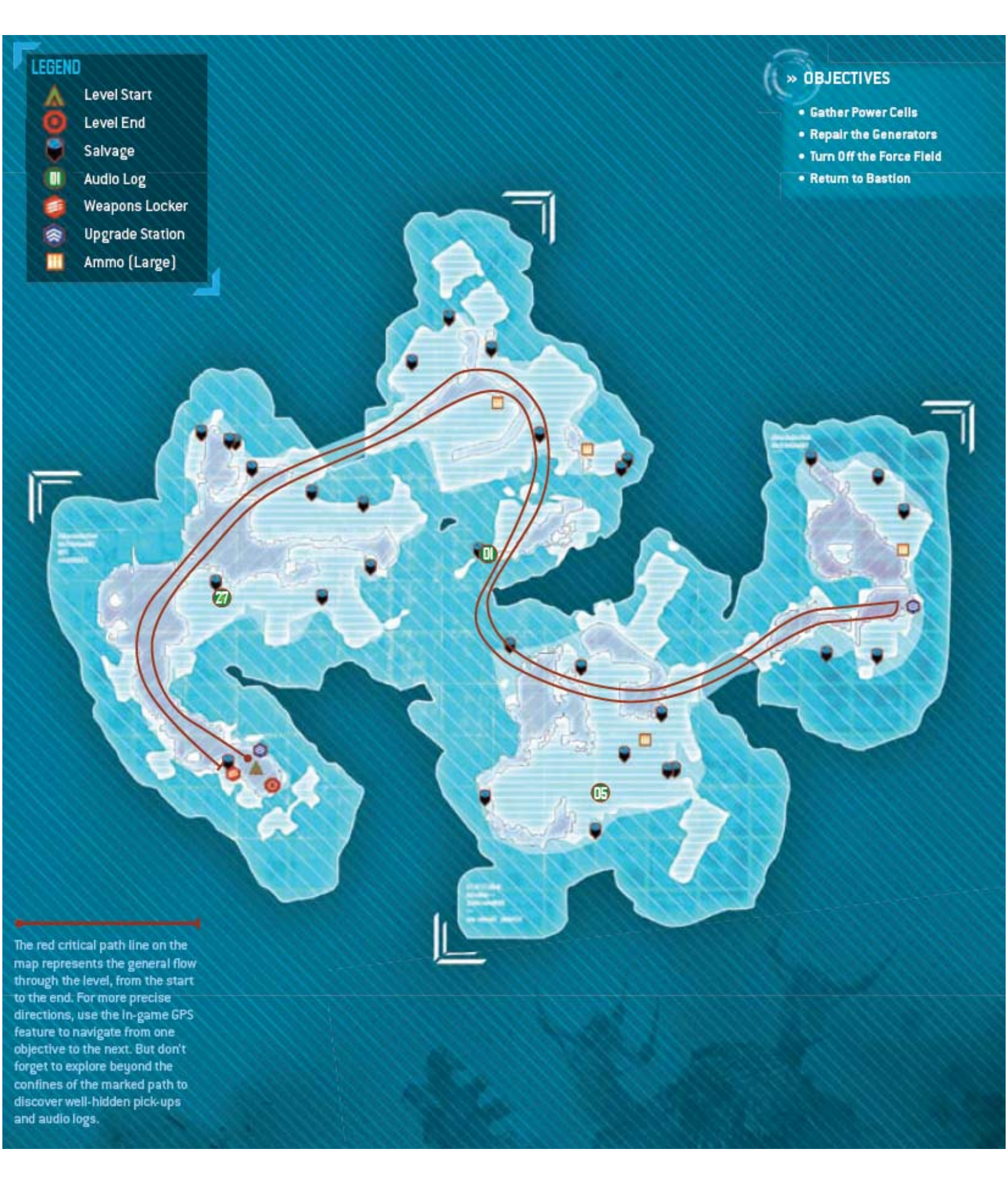
Once the last of the aliens is eliminated, wait until the ambulance and LAV have boarded the elevator and then throw the switch on the left side. Perhaps Bastion will have better resources available for defeating the alien hordes?

Vanguard

The Vanguard achievement/trophy is awarded for successfully escorting the convoy. It is unlocked as soon as you throw the switch on the elevator.

Campaign

Bastion Defenses



The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

Back at Bastion, S.A.M. still hasn't been able to make contact with Kara. Meanwhile, the colonists are beginning to panic. People are still missing while food and water are growing scarce. In an attempt to calm the crowd, the Red Faction commanding officer admits that they're shorthanded but doing the best they can. When Darius offers his assistance, the officer asks him to find some new power cells for the auto-turrets. The inhabitants of Bastion will have a much better chance of survival once those turrets are back online.

Following the cutscene, you regain control of Darius as he reenters the mining facility. The immediate area has been secured by Red Faction troops, so don't worry about coming under attack just yet. Instead, take a moment to visit the nearby upgrade station and weapons locker. For the fight ahead you'll definitely want to bring along the Magnet Gun and Assault Rifle. Consider rounding out your load-out with the Plasma Cannon and Maul. After accessing the weapons locker, follow the GPS markers to the next objective. Be sure to walk past the Banshees lying on the ground. These dual pistols pack a serious wallop, making them a nice addition to your weapons locker. Remember, you don't have to pick these pistols up. Simply walking over them adds them to your weapons locker inventory.

Power Cell 1

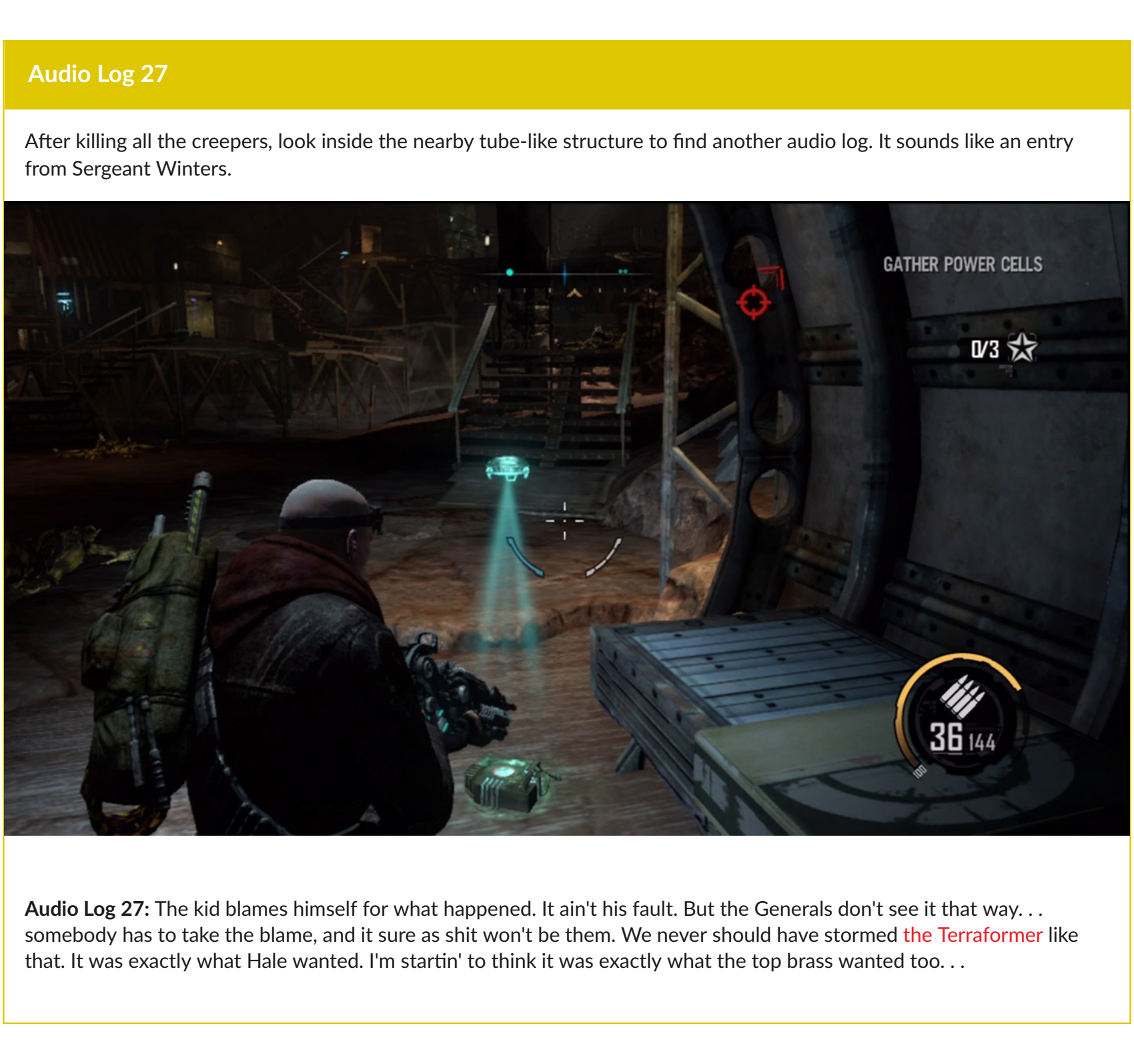
New Objective: Gather Power Cells

GATHER POWER CELLS
0/3

Once you've outfitted yourself with the proper gear, advance down the tunnel until another cutscene is triggered. Here Darius asks a forward guard to direct him toward the power cells. Before you can retrieve the first cell, you must fend off a wave of incoming creepers. Following the cutscene, rush to the nearby turret and interact with it to take control. The automatic turret is the fastest way to mow down the creepers. While in the turret you must remain stationary, so make sure none of the creepers sneak up behind you. The turret can also overheat if you hold down the trigger too long. The heat of the weapon is shown by the white gauge to the right of the reticle—fire in short bursts to prevent overheating. It only takes a few hits to kill each creeper, so remain vigilant and use the compass to zero-in on their locations.

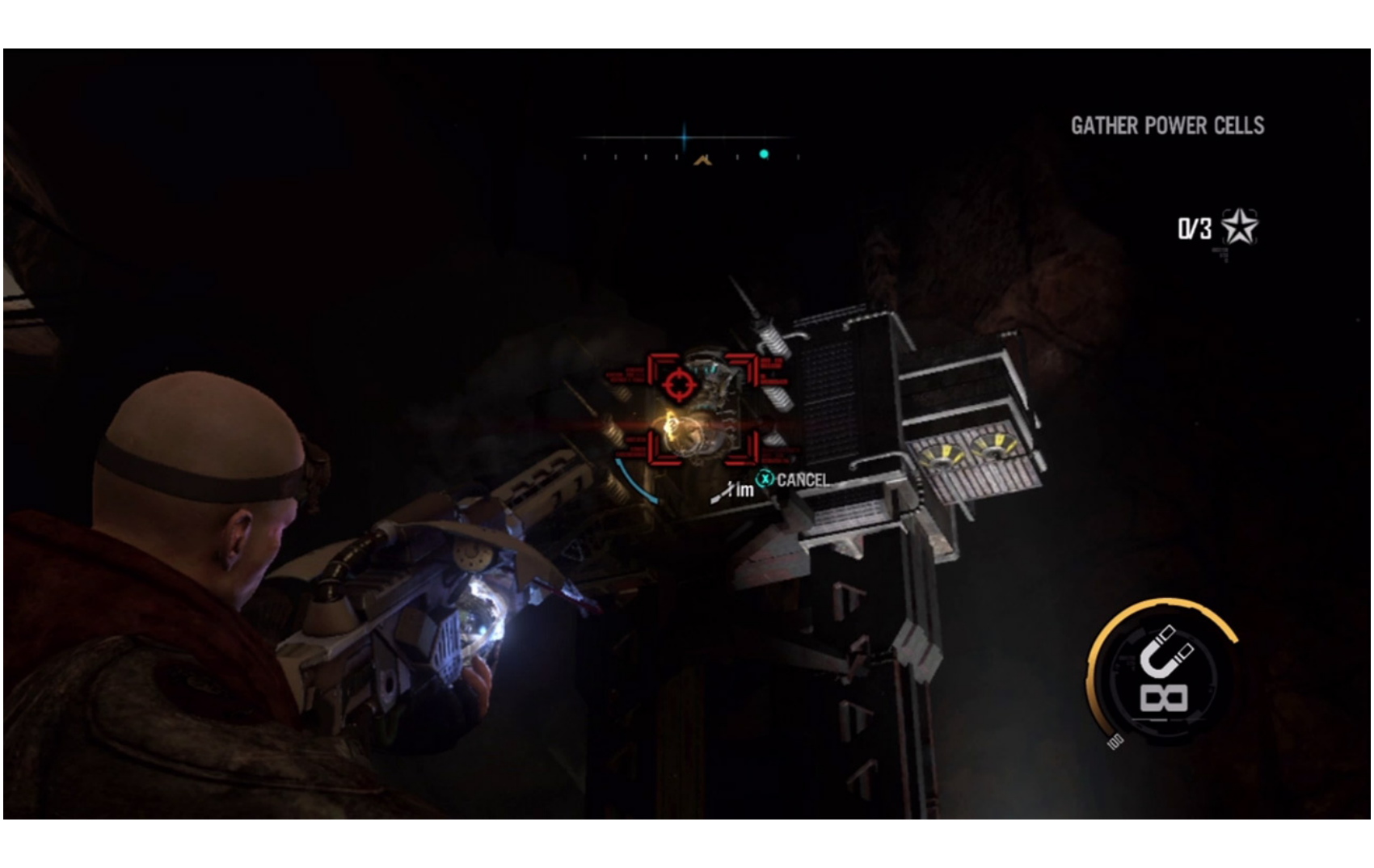
Audio Log 27

After killing all the creepers, look inside the nearby tube-like structure to find another audio log. It sounds like an entry from Sergeant Winters.



Audio Log 27: The kid blames himself for what happened. It ain't his fault. But the Generals don't see it that way. . . somebody has to take the blame, and it sure as shit won't be them. We never should have stormed the Terraformer like that. It was exactly what Hale wanted. I'm startin' to think it was exactly what the top brass wanted too. . .

The first power cell sits atop a large tower, well beyond your reach. There are several ways to get this cell, but the easiest method is with the Magnet Gun.



Attach a magnet to the targeted cell, then attach an anchor to the ground. Once the cell is on the ground, simply walk over it to add it to your inventory.

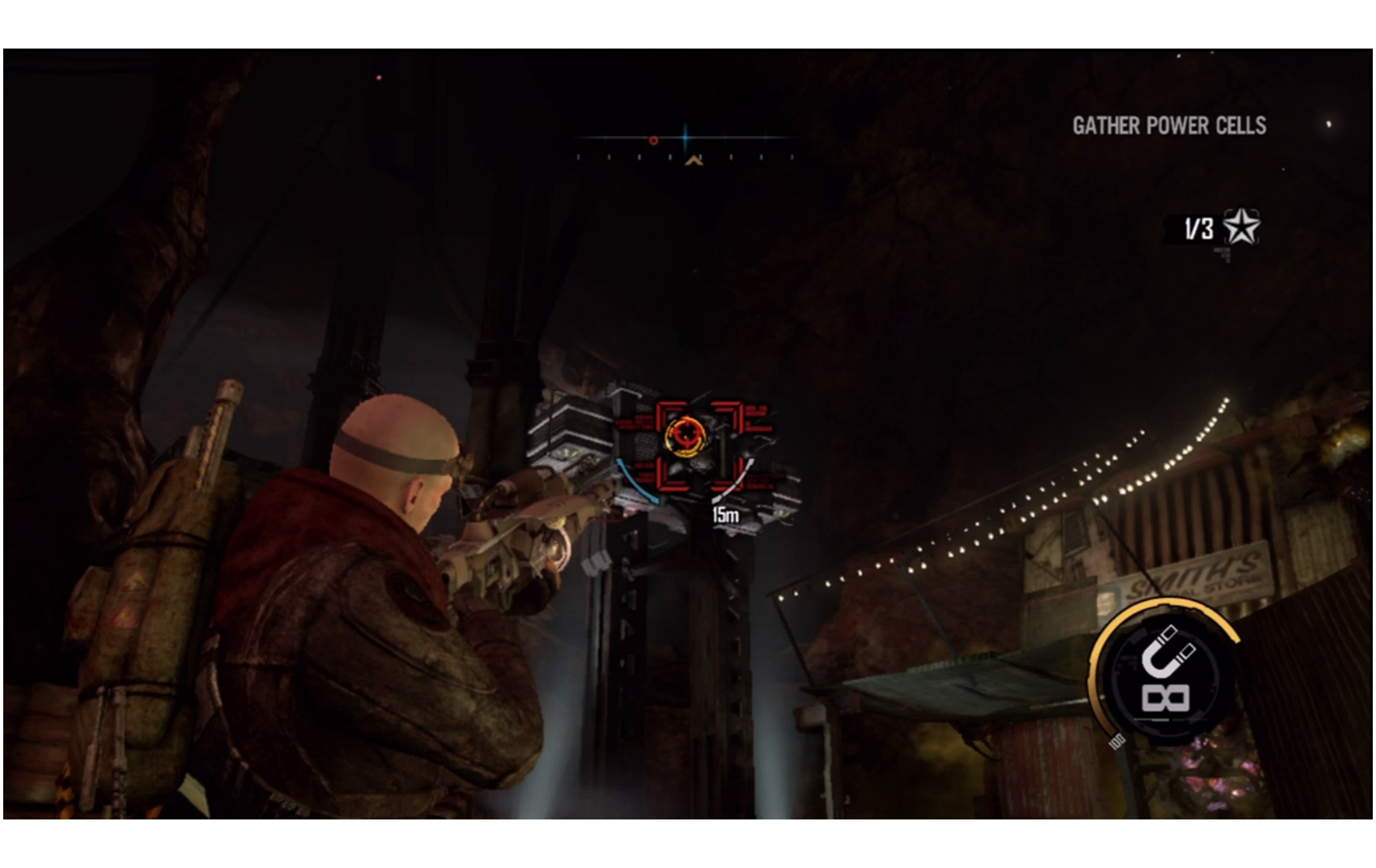
Alternatively, you can destroy the tower altogether and gather the power cell from the debris. Once you've acquired the first cell, take a few minutes to scout this chamber for salvage and ammo before moving down the adjacent concrete tunnel toward the second power cell.

Power Cell 2

As you near the end of the narrow tunnel, you come under attack by several ravagers scurrying about the next chamber. Don't exit the tunnel. The tunnel prevents the ravagers from attacking you from behind, so stay inside and side-step or dodge the incoming projectile attacks.

GATHER POWER CELLS
1/3
CANCEL
0 1002

The ravagers are spawned from a pod on the left side of the chamber. Equip your Plasma Cannon and knock out the pod with a single shot. With the pod destroyed, go to work on the ravagers. Either blast them with your Assault Rifle or toss them around the chamber using the Magnet Gun. There's plenty of metal debris you can toss around as well, using it to smash the ravagers. Study the compass during the fight, and as the number of ravagers dwindles, step out of the tunnel and hunt down the survivors. There's plenty of ammo and salvage scattered around this chamber, so take a moment to stock up before moving toward the second power cell.



Locate the marked tower using the GPS markers. Once again, use the Magnet Gun to retrieve the power cell atop the tower. A second alien pod is located up the steps to the left, so watch out for more ravager attacks while you grab the cell. With the second cell in hand, climb the nearby steps and destroy the pod before more ravagers can spawn. Once you've destroyed the pod and any ravagers it has spawned, search the nearby structures for more ammo and salvage.

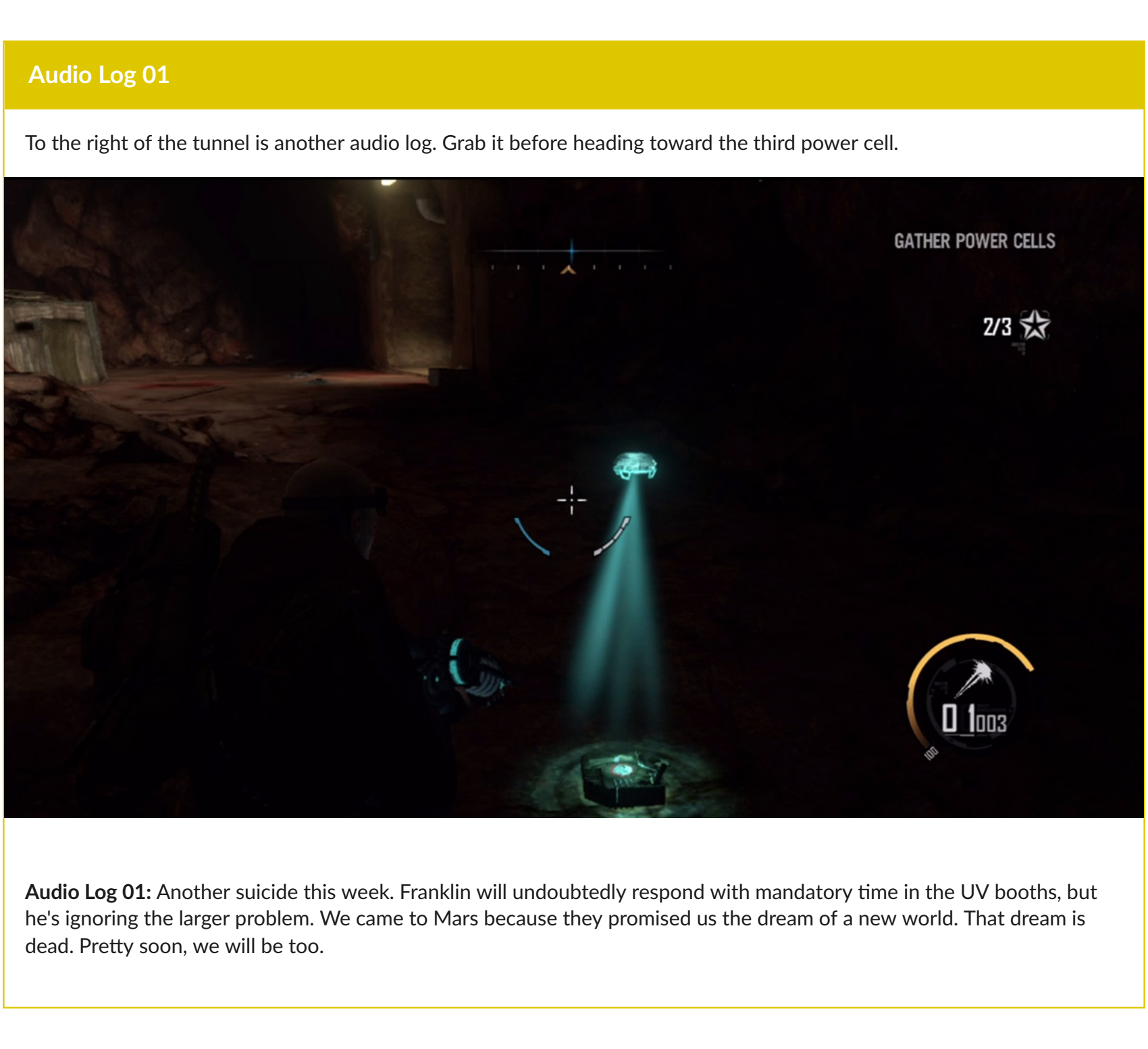
GATHER POWER CELLS
2/3
31 149

The path to the third power cell leads you through another narrow concrete reinforced tunnel. There's a turret aiming down this tunnel, and for good reason—there's a berserker and several creepers at the other end. Resist the urge to operate the turret and instead begin blasting the creepers with your Assault Rifle or the Nano Forge's Impact capability. It's important to keep moving to avoid the berserker's incoming energy blast—this is exactly the reason why you don't want to use the turret. With the creepers cleared out, focus your attention on the approaching berserker. Use the Magnet Gun to pull the berserker toward you, then toss him around the chamber, smacking him into walls and structures until he explodes. The berserker makes a formidable wrecking ball.

Trapped Colonists

Audio Log 01

To the right of the tunnel is another audio log. Grab it before heading toward the third power cell.



Audio Log 01: Another suicide this week. Franklin will undoubtedly respond with mandatory time in the UV booths, but he's ignoring the larger problem. We came to Mars because they promised us the dream of a new world. That dream is dead. Pretty soon, we will be too.

GATHER POWER CELLS
2/3
0 1003

Pass through the tunnel and enter the next chamber. Follow the GPS markers to another tunnel blocked by a force field. Several colonists are trapped inside the tunnel, pleading for help. Darius tries to calm the panicked colonists, reassuring them he'll help get them out. Look to the right side of the tunnel and interact with the control panel, but nothing happens. S.A.M. reports that the controls are operated by secondary generators, offline due to damage. You need to repair the three generators to power the control panel.

New Objective: Repair the Generators

REPAIR THE GENERATORS
1/3
REPAIR
CANCEL

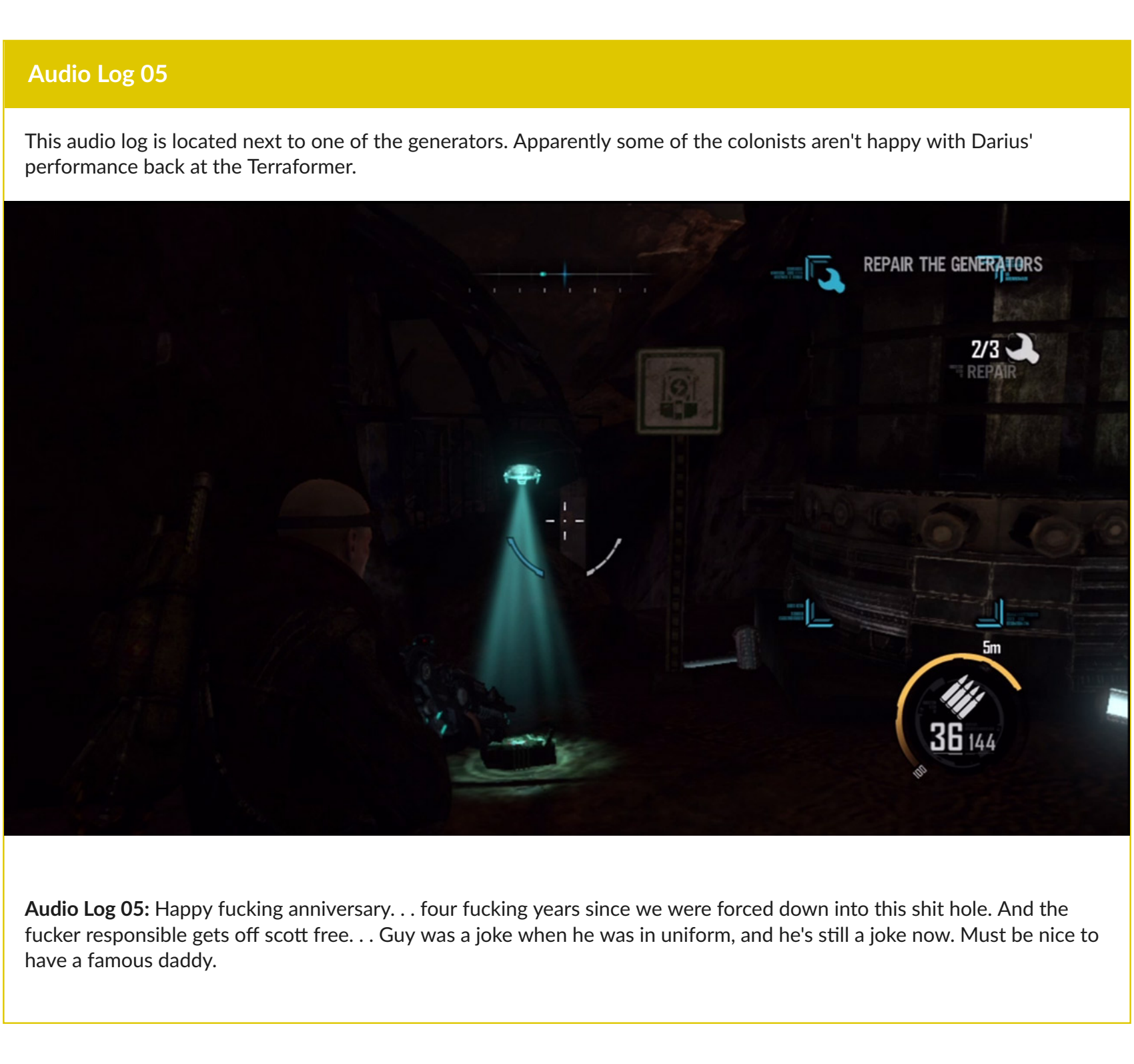
The first generator is located right next to the control panel. As soon as you repair it, several ravagers spawn into the area and attack. There are two turrets in front of the tunnel that you can use to repel these attackers. However, while behind the controls of the turret you cannot evade incoming fire. This makes you a sitting duck, especially for those ravagers who manage to sneak up behind you.It's best to stay on your feet and move while blasting the ravagers with your Assault Rifle. The Magnet Gun also works well here. Use it to smash ravagers against the cavern walls and into the nearby structures.

REPAIR THE GENERATORS
1/3
REPAIR
36 144

Don't bother repairing the remaining generators until all the ravagers are dead—they'll only get damaged during the fight. But once the dust has settled, visit all three generators and repair them. While moving around this chamber, be sure to grab the extra salvage and ammo scattered about. The colonists in the tunnel are safe for now, so take your time exploring.

Audio Log 05

This audio log is located next to one of the generators. Apparently some of the colonists aren't happy with Darius' performance back at the Terraformer.



Audio Log 05: Happy fucking anniversary. . . four fucking years since we were forced down into this shit hole. And the fucker responsible gets off scott free. . . Guy was a joke when he was in uniform, and he's still a joke now. Must be nice to have a famous daddy.

New Objective: Turn Off the Force Field

GATHER POWER CELLS
2/3
33 144

Now that all three generators are back online, return to the tunnel blocked by the force field and interact with the control panel. It soon becomes apparent why the force fields were in place as a berserker appears at the opposite end of the tunnel and rips a colonist to shreds.

Be ready to dive oit of the way as the berserker's energy projectiles are hurled in your direction. As you did with the previous berserker, yank the creature out of the tunnel with the Magnet Gun.

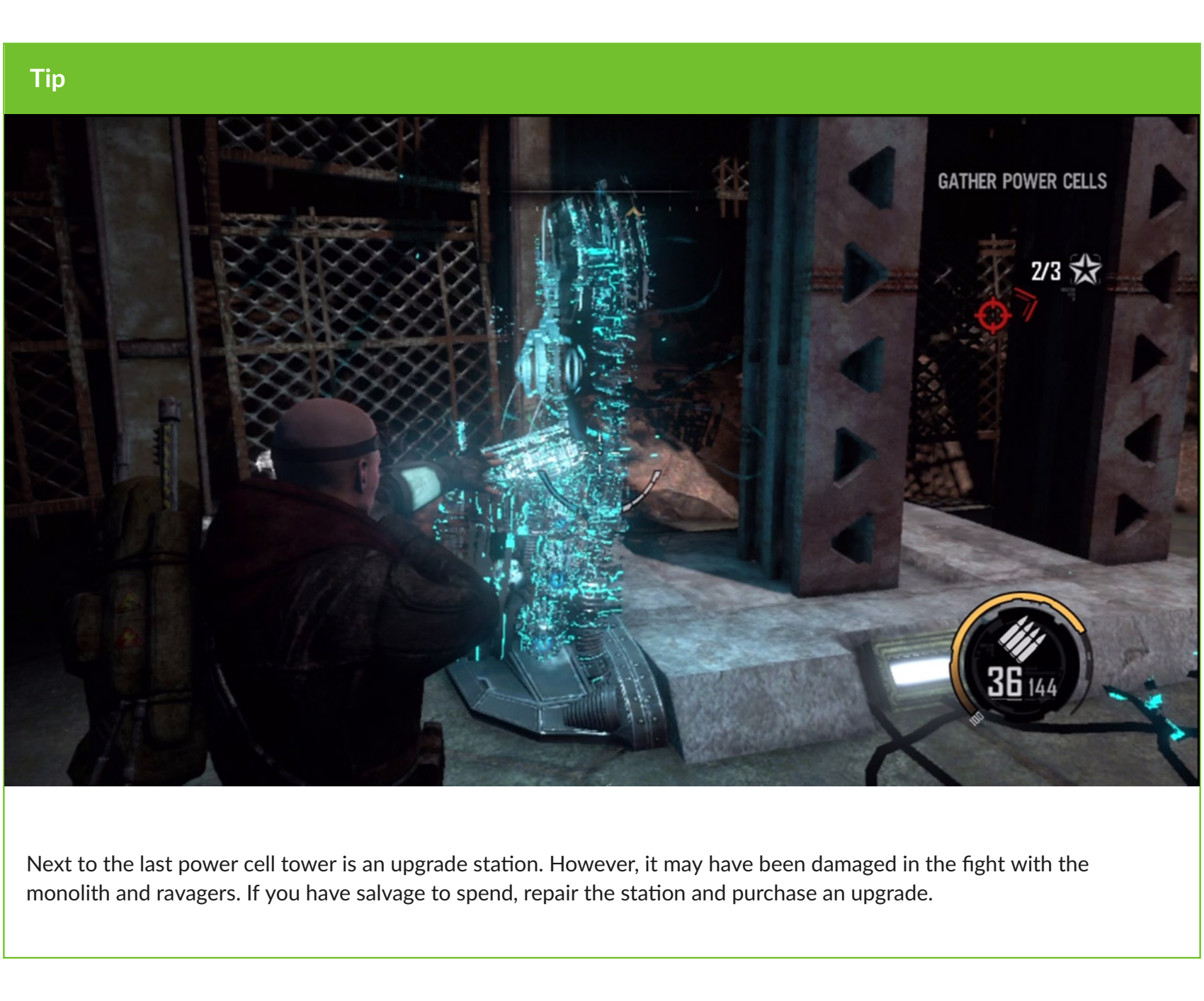
Still using the Magnet Gun, slam the berserker around the cavern until the alien succumbs to its injuries and explodes. If the berserker gets too close, hit it with an Impact or Shockwave attack and then pound away with the Assault Rifle or Plasma Cannon.

Power Cell 3

GATHER POWER CELLS
2/3
22m
CANCEL
0 1002

With the berserker out of your way, proceed down the tunnel toward the third and final power cell. As you near the end of the tunnel, you come under attack again by more ravagers. This time the ravagers are enhanced by a monolith positioned not far from the power cell's tower. Stay in the tunnel and clear out a few ravagers. As soon as you can, rush into the next chamber and attack the monolith aggressively with your Plasma Cannon. If necessary, backpedal into the tunnel to heal before resuming your attack on the monolith. Destroying the monolith makes it much easier to mop up the remaining ravagers. Once the chamber is clear, grab the last power cell and retrace your steps back through the cave.

Tip



Next to the last power cell tower is an upgrade station. However, it may have been damaged in the fight with the monolith and ravagers. If you have salvage to spend, repair the station and purchase an upgrade.

Back to Bastion

New Objective: Return to Bastion

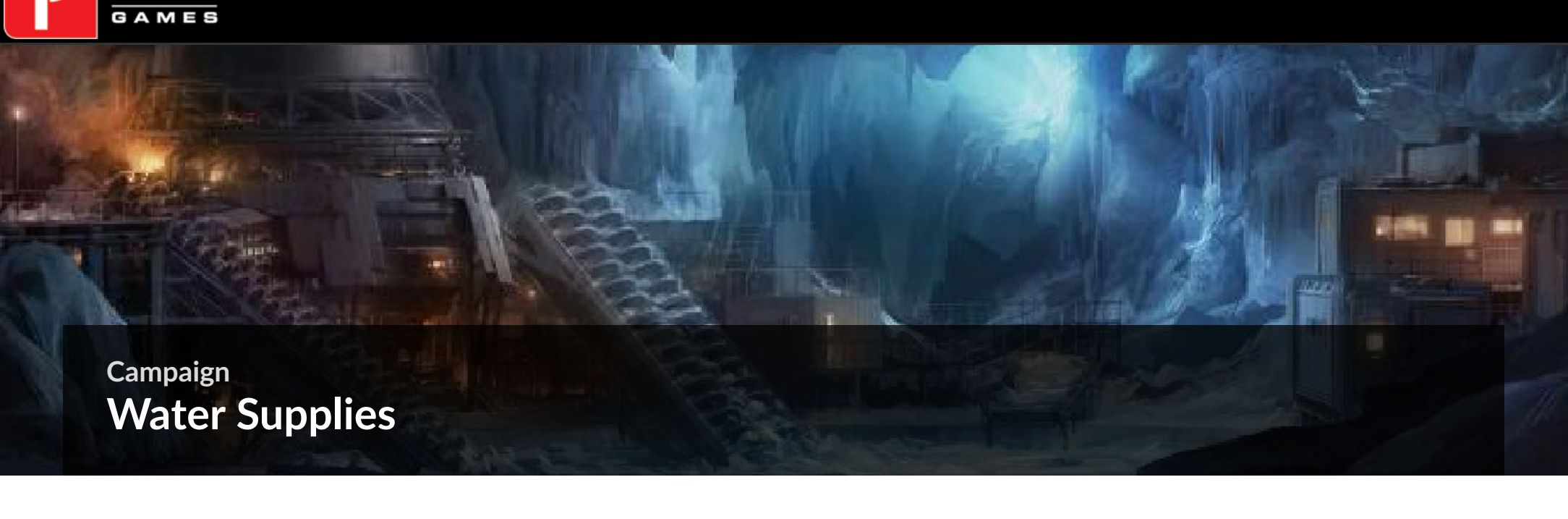
RETURN TO BASTION
3/3

Now it's time to get the power cells back to Bastion so they can power up the auto-turrets. During this trek you must retrace your steps through the previous chambers. This is a good time to grab any salvage, ammo, or audio logs you missed the first time through. But pay close attention to your compass as more ravagers attack. If necessary, seek cover in the narrow tunnels between chambers. This allows you to heal while preventing the ravagers from sneaking up behind you. Just be sure to eliminate each alien threat you encounter, because you don't want these guys trailing behind you.

When you reach the area where you helped the checkpoint guard kill the first wave of creepers, a cutscene is triggered. The guard orders Darius to hand over the power cells. But Darius refuses, unsure what the guard will do with these critical items. The brief stand-off comes to an end as a monolith bursts through the ground, impaling the guard. As you regain control of Darius, equip your Plasma Cannon and take aim at the monolith while backpedaling.

RETURN TO BASTION
3/3

If your Plasma Cannon is low on ammo, switch to the Magnet Gun and start launching debris (or ravagers) at the monolith. Once the monolith is destroyed, eliminate the ravagers—they're much easier to kill now that the monolith is gone. You don't have to kill all the ravagers during the last attack. If you prefer, simply make a break for Bastion. When you're ready to exit this level, approach the doors straight ahead and hold down the button shown on screen to deliver the power cells to the Red Faction troops.

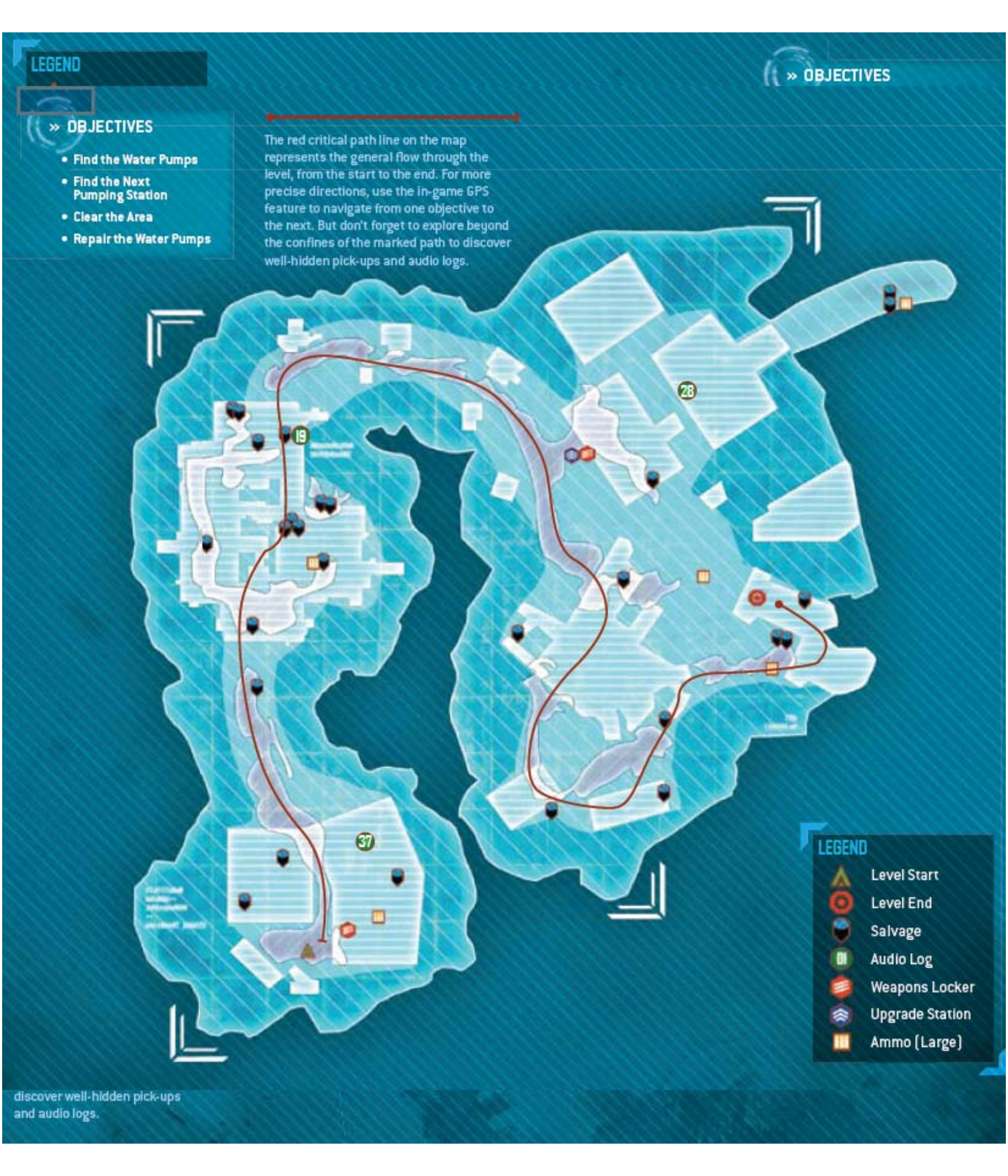


Campaign

Water Supplies

Level Achievements and Trophies

Icon	Name	Description	Gamescore	Trophy
	What is Best in Life?	Perform melee finishers on 25 creepers.	15	Bronze

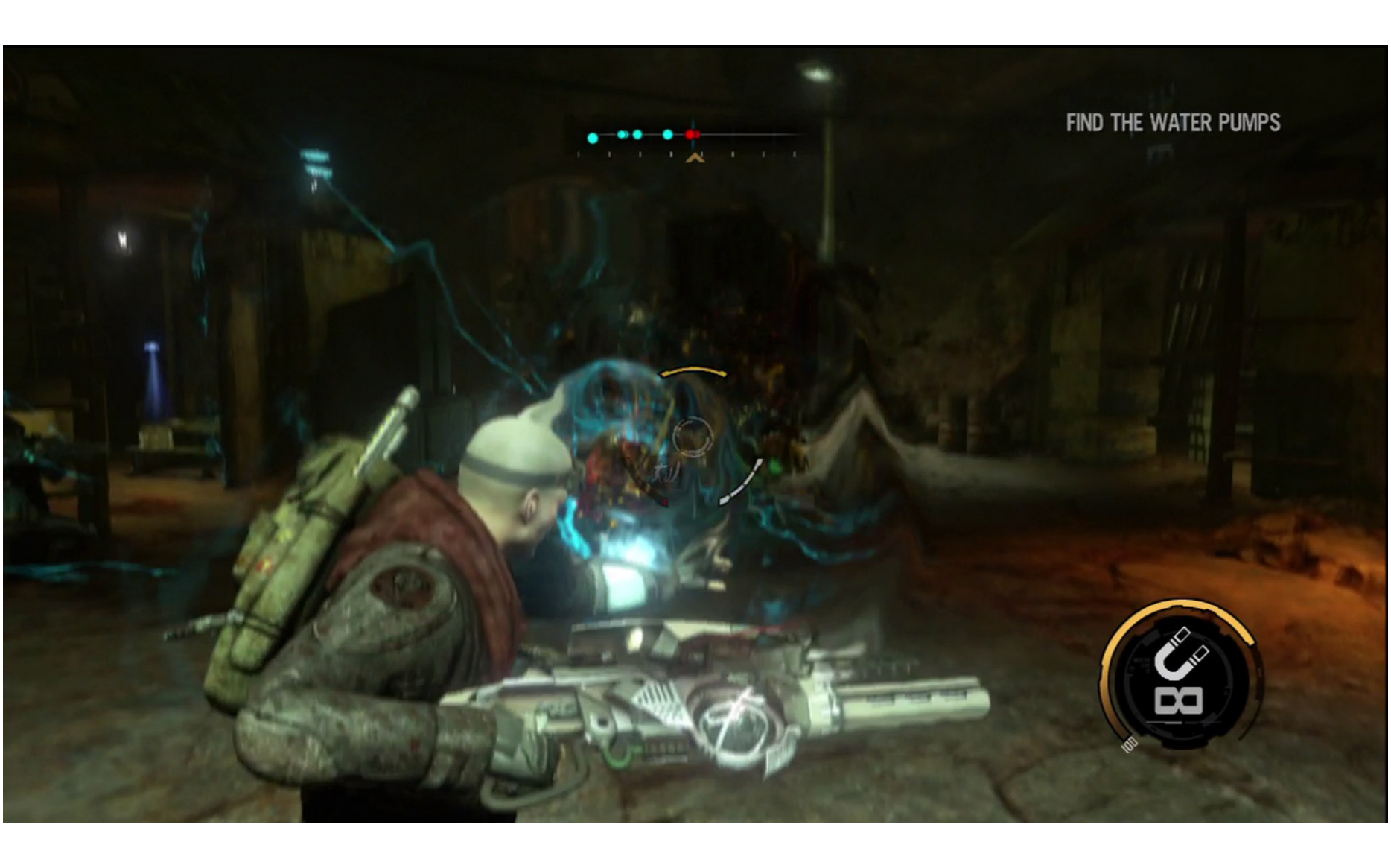


The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

discover well-hidden pick-ups and audio logs.

Darius returns to Bastion with the power cells needed to operate the defensive auto-turrets, but there are other problems. The colonists are becoming agitated over the lack of food and water. The Red Faction commanding officer takes Darius aside and admits that all the water is gone. Two days ago the alien creatures destroyed the water pumps. He worries that if the pumps aren't fixed soon the colonists may riot. Darius understands and agrees to check out the water pumps.

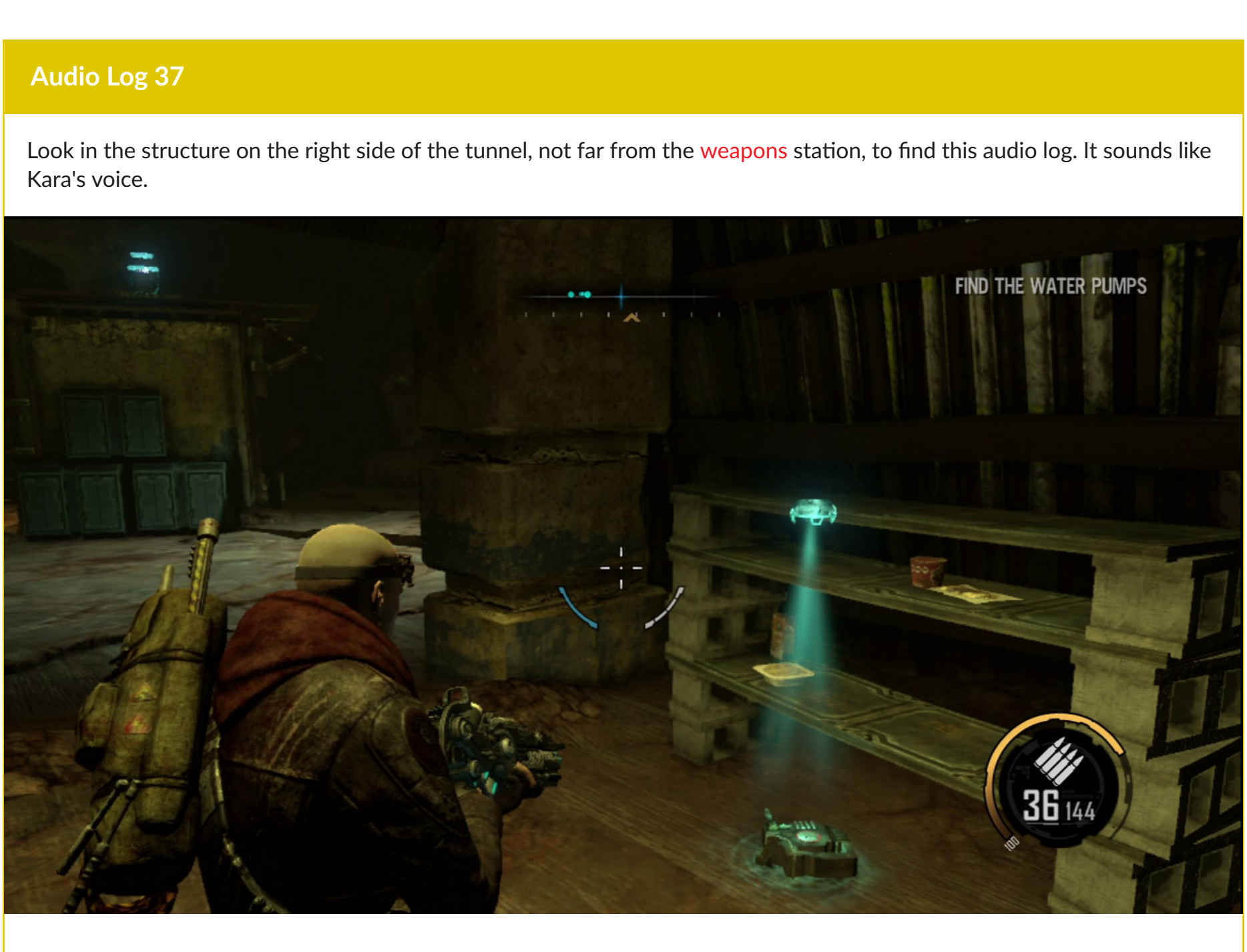
New Objective: Find the Water Pumps



As soon as you enter the tunnel system, several colonists come under attack by a large group of creepers. Rush to their defense, either by shooting the creepers with your Assault Rifle or by knocking them back with the Nano Forge's Impact capability. Once you've defeated the creepers, take a moment to gather ammo and salvage from the nearby structures. There's also a weapons locker on the right side of the tunnel. For now, bring along the Assault Rifle, Magnet Gun, and any other two weapons of your choice.

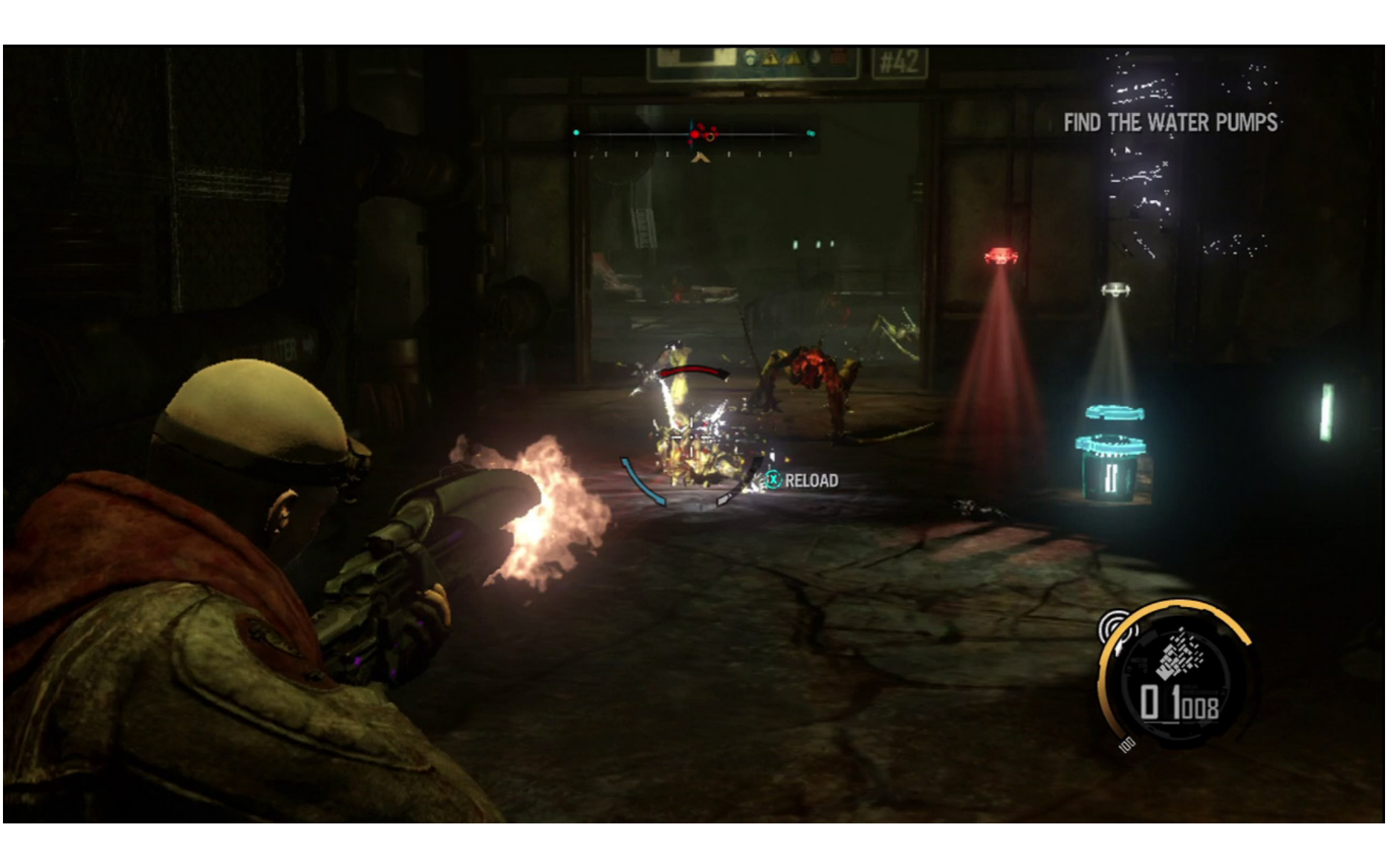
Audio Log 37

Look in the structure on the right side of the tunnel, not far from the weapons station, to find this audio log. It sounds like Kara's voice.



Audio Log 37: Alright, Zug. Pay attention because I'm only gonna say this once. You're gonna buy the shipment as-is for three thousand credits, because that was the deal. Send another one of your goons to muscle me and I'll slip a knife between your ribs so fast you won't have time to soil yourself. Understood? Oh—and tell the blonde he left a couple of teeth in the back of my truck.

Follow the GPS markers down the tunnel. Along the way, swap out one of your backup weapons for the Nano Rifle lying on the ground. The Nano Rifle performs similar to the Assault Rifle but uses nanites to disintegrate targets.



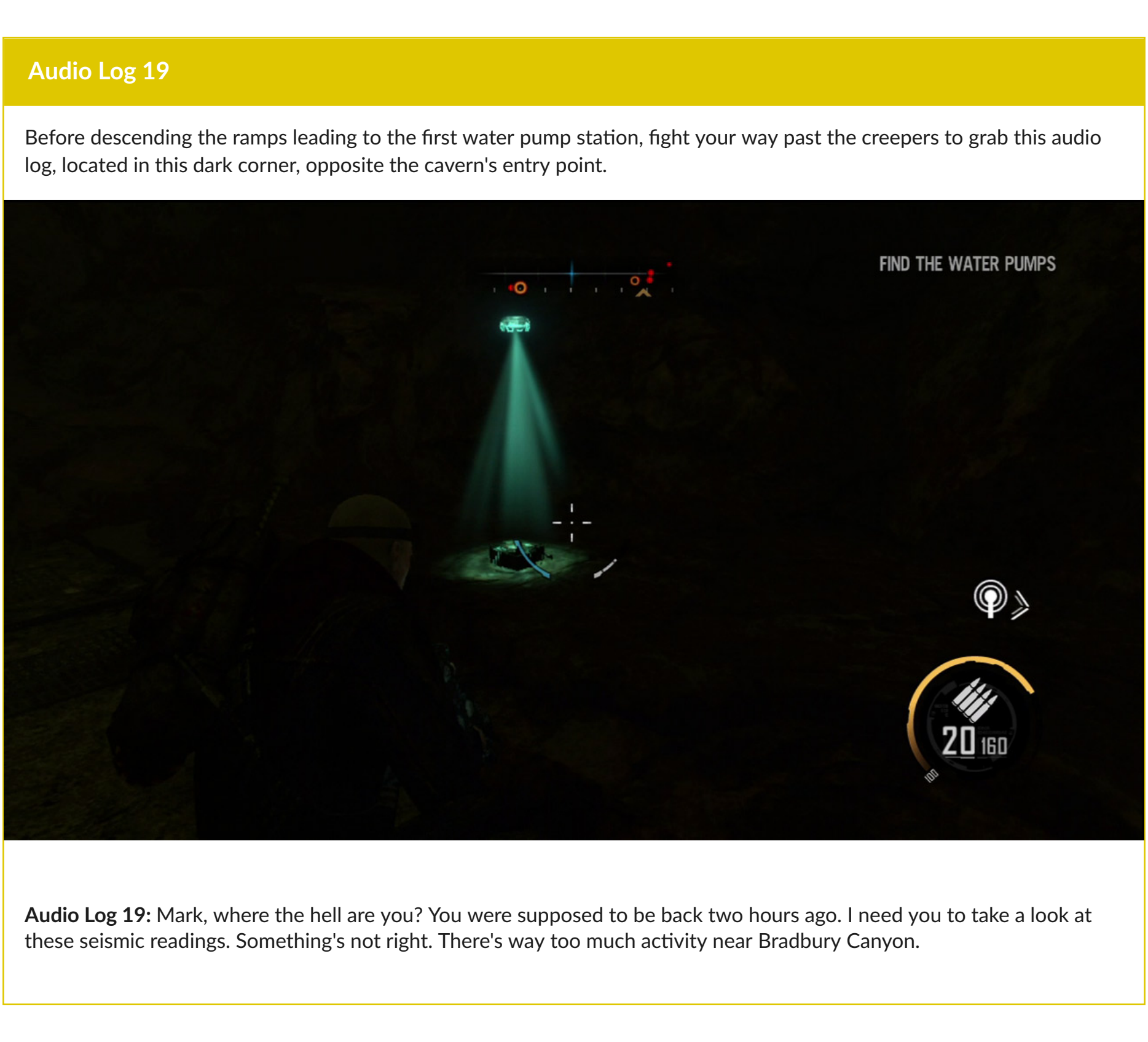
Try out the Nano Rifle on the creepers in the next chamber. All it takes is one hit from the Nano Rifle to kill a single creeper. But ammo for this weapon is somewhat limited, so don't use it all up.

Instead, take out a few creepers and then eliminate the rest using Impact or Shockwave. The first set of water pumps are located in the next chamber, along with plenty of creepers.

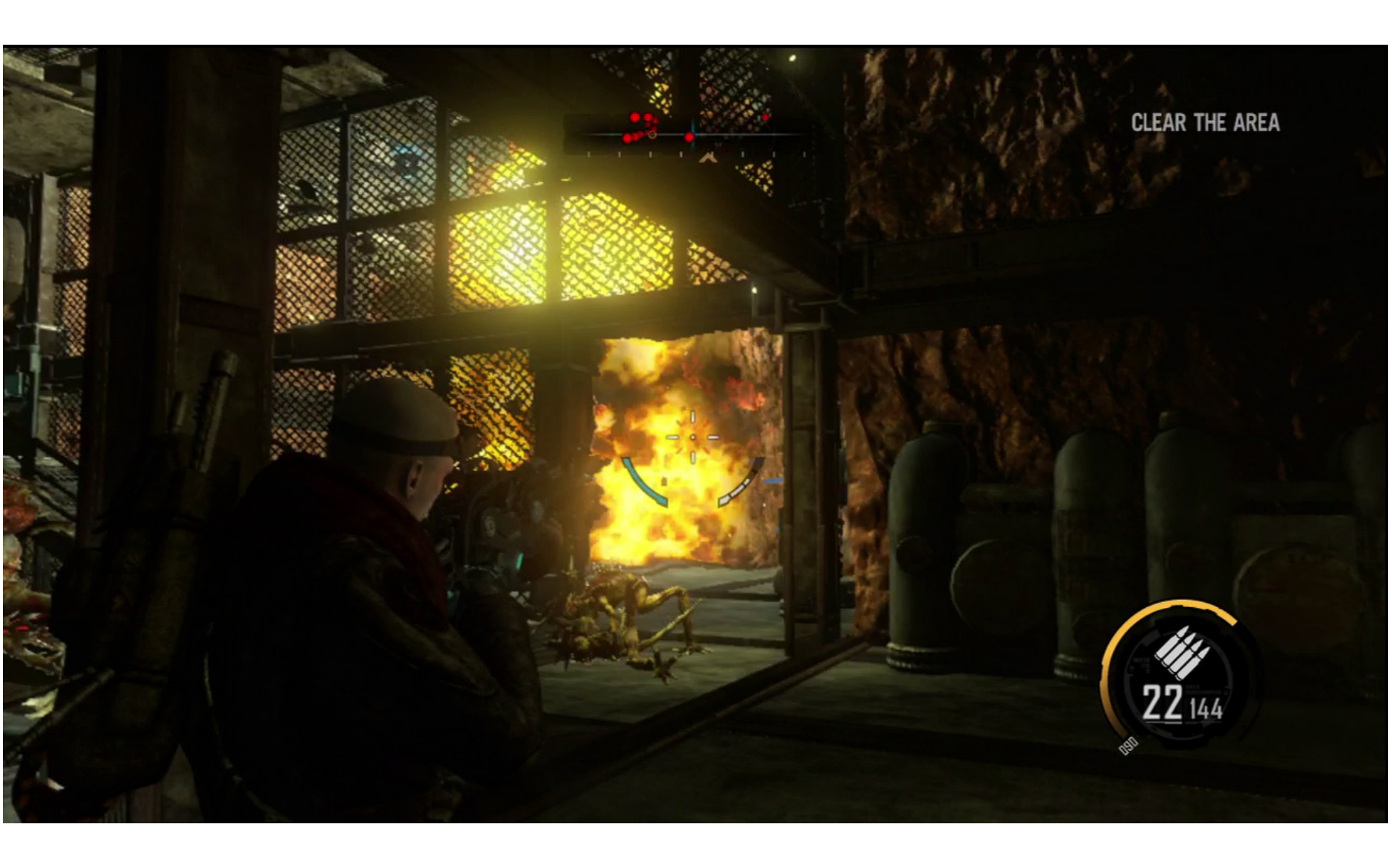
Pumping Station #42

Audio Log 19

Before descending the ramps leading to the first water pump station, fight your way past the creepers to grab this audio log, located in this dark corner, opposite the cavern's entry point.



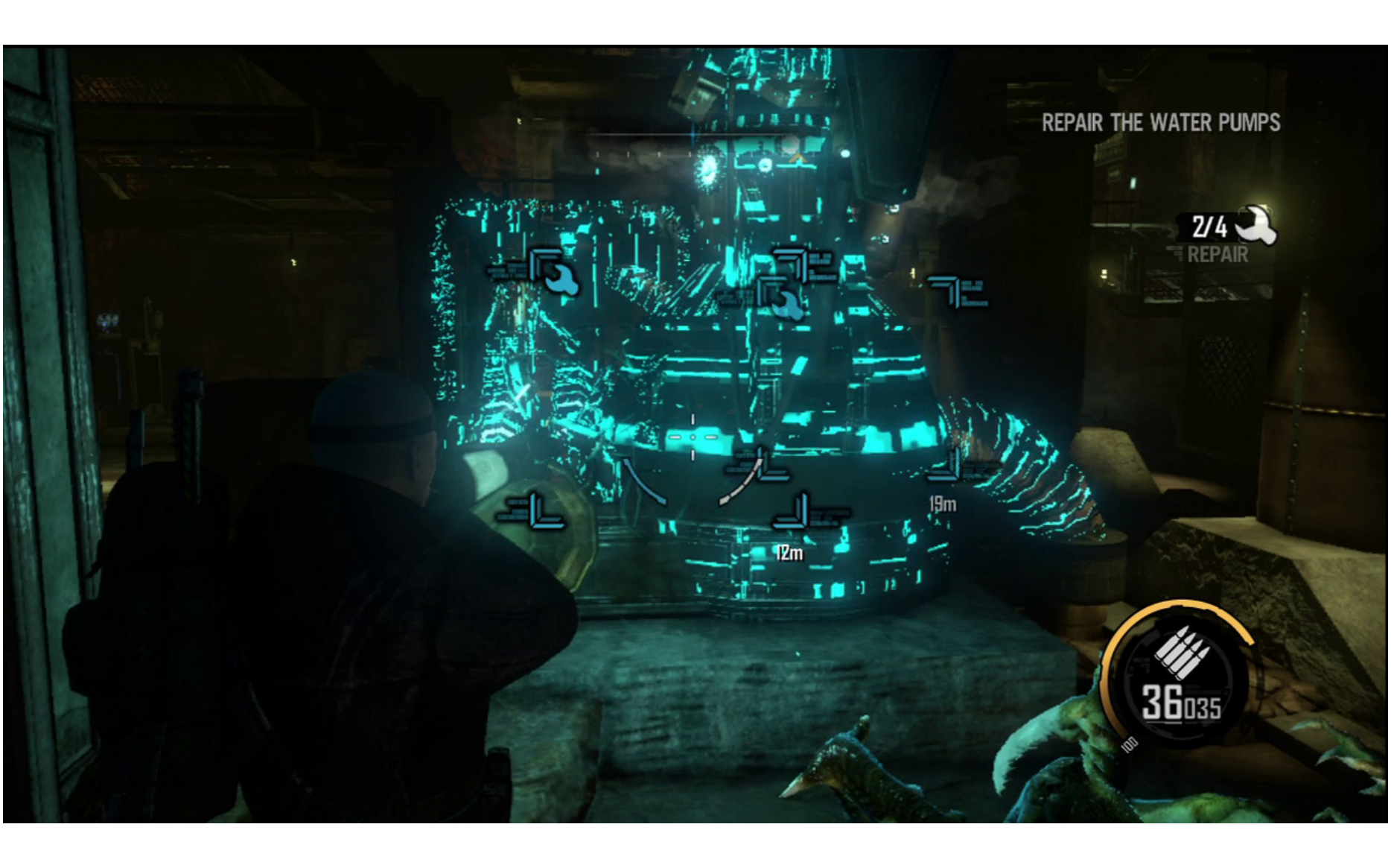
Audio Log 19: Mark, where the hell are you? You were supposed to be back two hours ago. I need you to take a look at these seismic readings. Something's not right. There's way too much activity near Bradbury Canyon.



The next area is swarming with creepers. These creatures just keep appearing, spawned from pods on the lower level. Take out the creepers that get in your way and then proceed downstairs, following the GPS markers toward the first set of water pumps. Before repairing the pumps, eliminate the nearby pods. One of the pods can be destroyed by shooting the adjacent red storage tanks. The ensuing explosion vaporizes the pod and leaves behind plenty of salvage. The creepers down here are joined by a few ravagers. Just keep moving and shooting while proceeding from one pod to the next. Eliminate the second pod with the Nano Rifle, destroying it with only two quick shots.

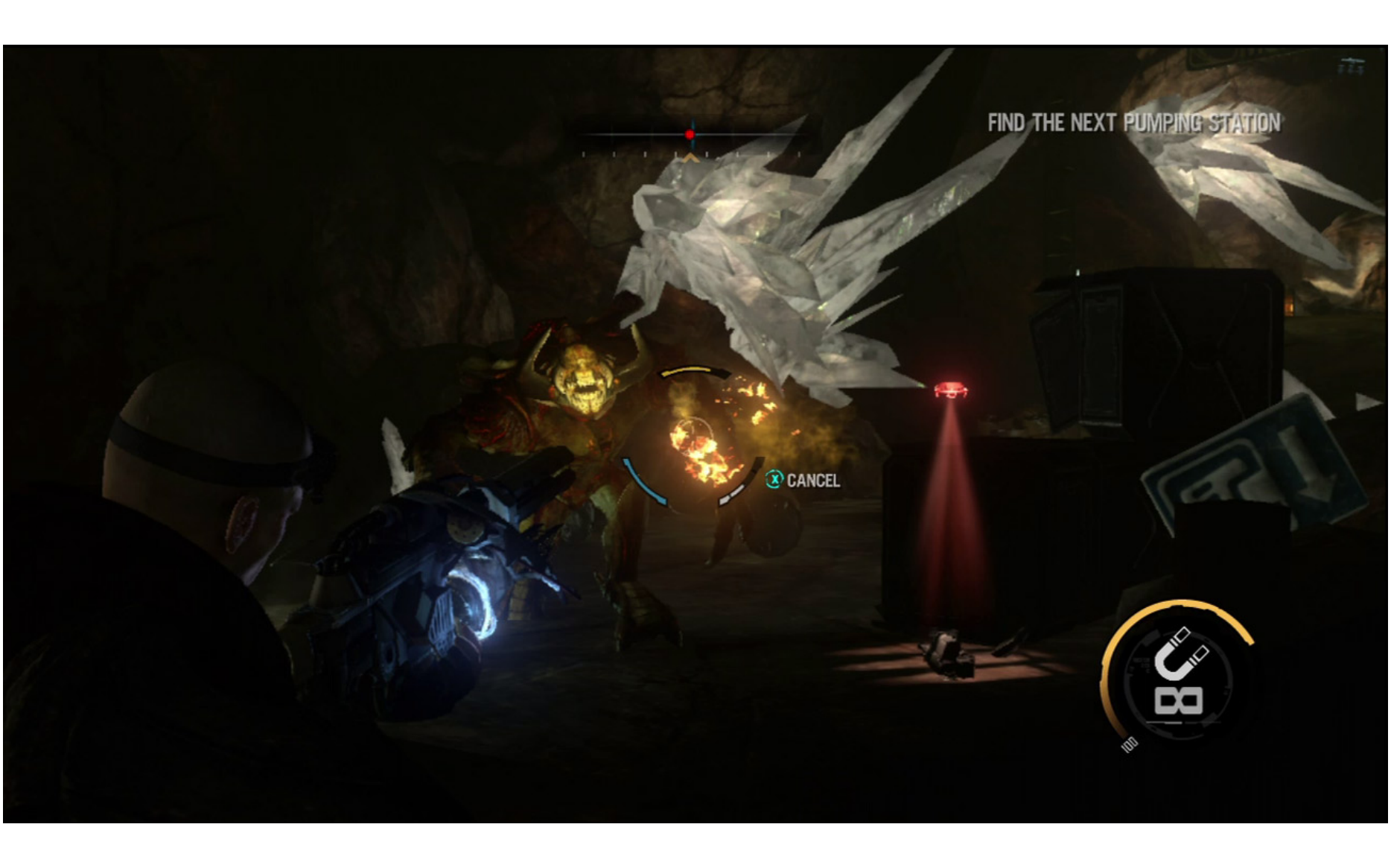
What is best in life?

Still working toward this award? This is a perfect spot to rack up tons of creeper melee kills as the pods spawn a nearly endless supply of these creatures. Stomp and smack the creepers as they approach. If you've killed a total of 25 creepers with melee strikes, you earn this achievement/trophy. If you don't get it at this location, don't worry—there are plenty more creepers in this level.



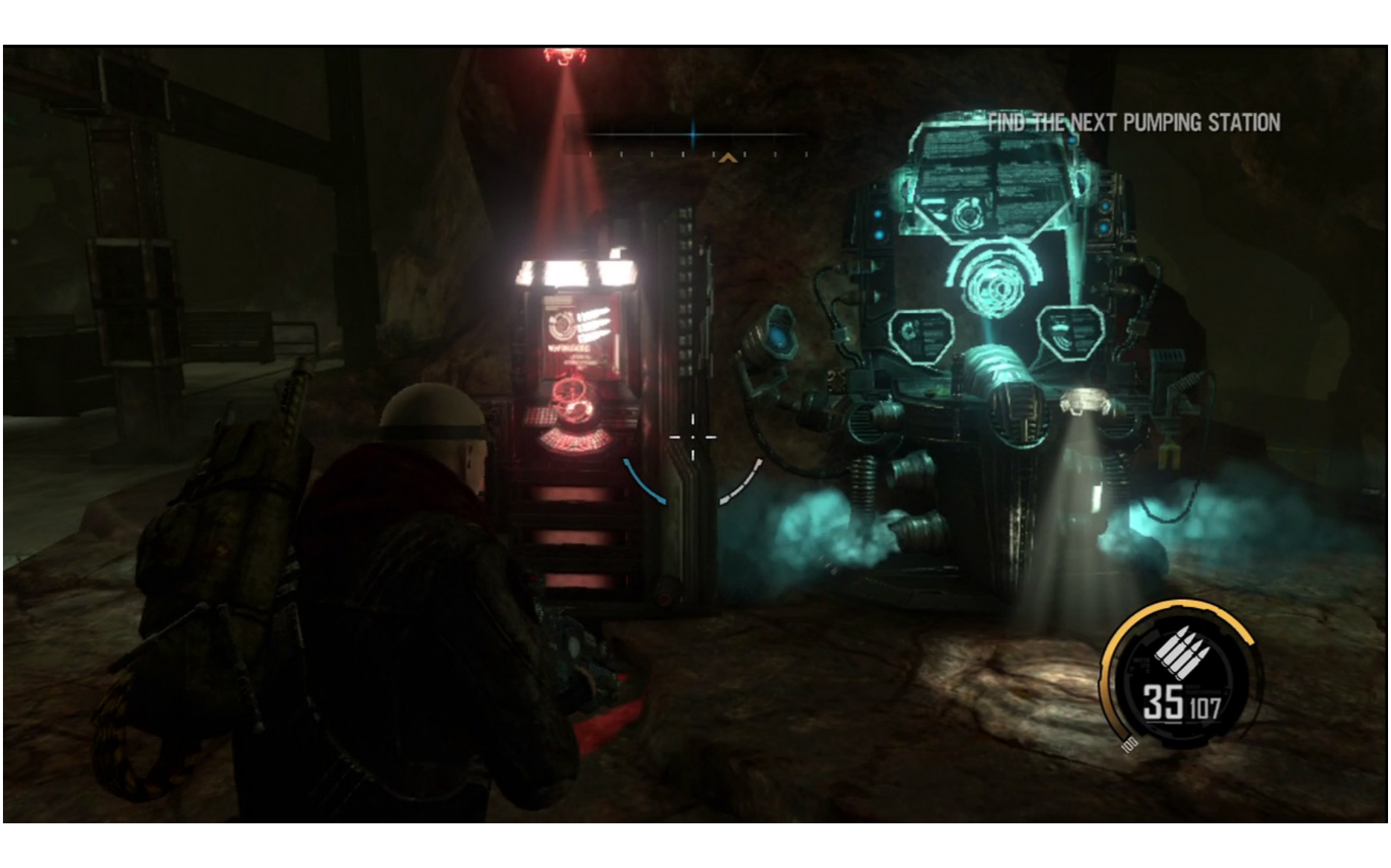
Once the pods are destroyed, finish off the remaining creepers and ravagers, then repair the first set of water pumps. There are four destroyed pumps in this area. Use your repair capability to get all four pumps back online. Corporal Hoddle, back at Bastion, acknowledges that the water is flowing, but there's something wrong with it—the water is dirty. They'll continue running diagnostics on the water purification stations while you repair the rest of the pumps. Before heading back upstairs, scour the bottom floor for ammo and salvage. While heading upstairs you may need to repair the ramps and catwalks that may have been damaged during your fight against the creepers and ravagers. Watch your step and beware of damaged sections.

New Objective: Next Pumping Station



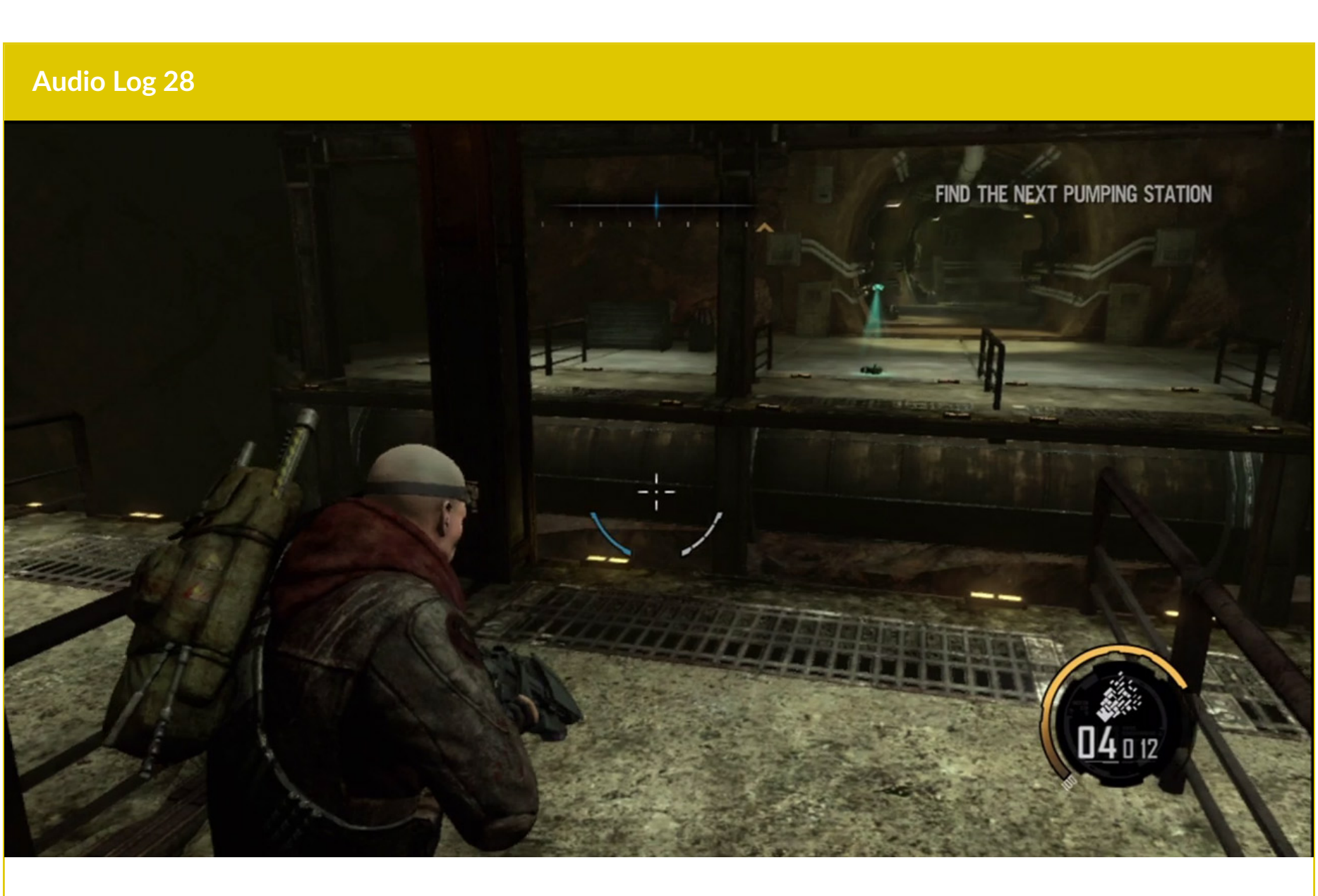
The GPS markers lead you into a tunnel lined with crystals. There's also something else at the end of the tunnel-a yellow berserker. This yellow berserker is similar to the green berserker, but launches explosive yellow pulses of energy in your direction that explode on contact. On the floor of this cavern is a Charge Launcher, however the Nano Rifle is the best way to dispose of this enemy. Keep blasting the berserker until it explodes—just make sure you're a safe distance away when this happens. If the berserker gets too close for comfort, knock the creature back with Impact or your Magnet Gun.

Monorail Station



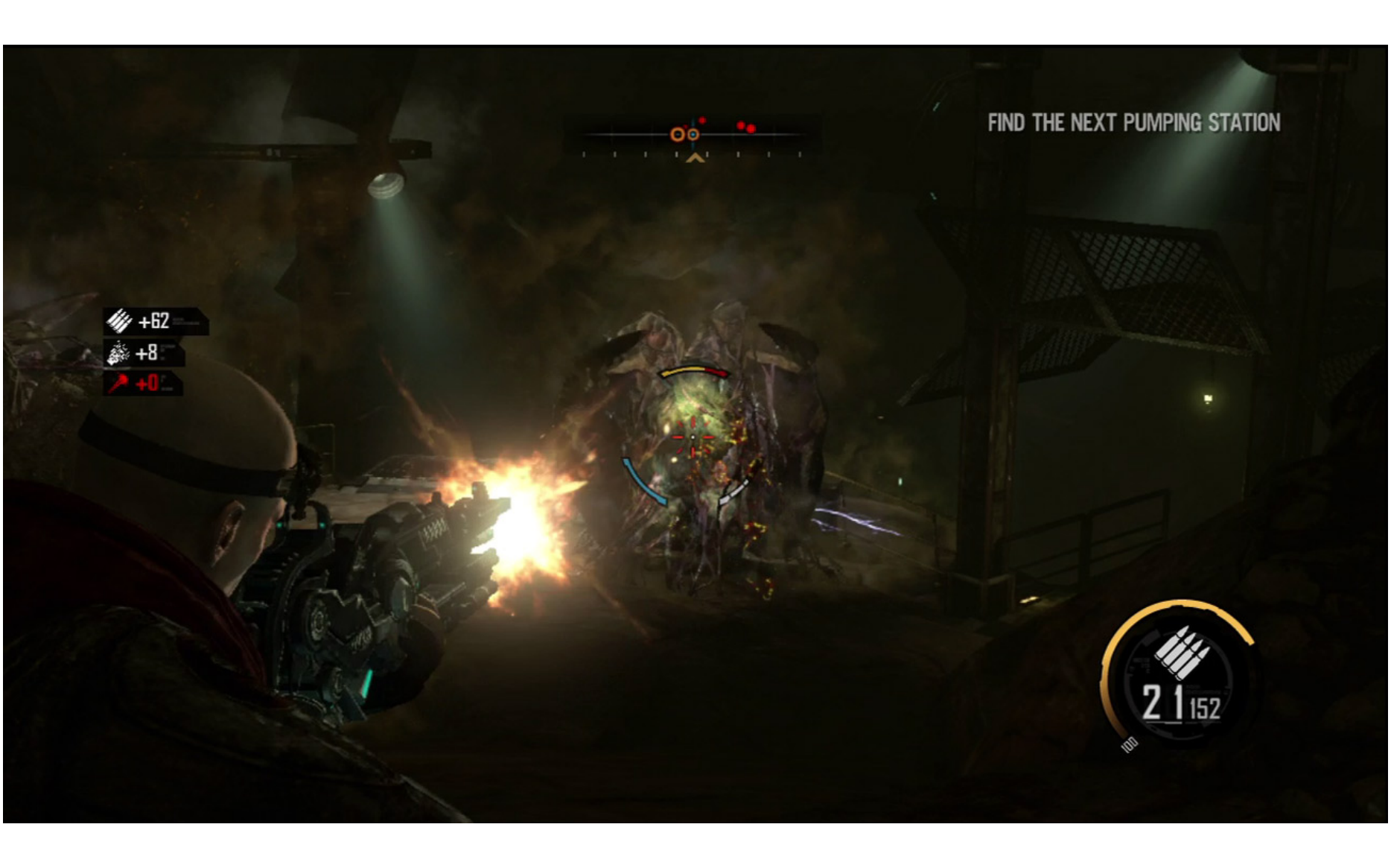
Just ahead is an abandoned monorail station. Take a moment to access the upgrade station and weapons locker here. By now you should be close to owning most of the tier 1 upgrades, but the tier 2 upgrades are now available as well. Purchase the Autopsy upgrade in tier 2 as soon as you can. This upgrade rewards you with salvage for every enemy you kill. The salvage is automatically added to your total—there's nothing you need to pick up. Over time, the Autopsy upgrade easily pays for itself, allowing you to buy other upgrades at a quicker pace. As for weapons, keep the Assault and Nano Rifles in your arsenal. Fill out the remaining two weapon slots with any weapons of your choice.

Audio Log 28



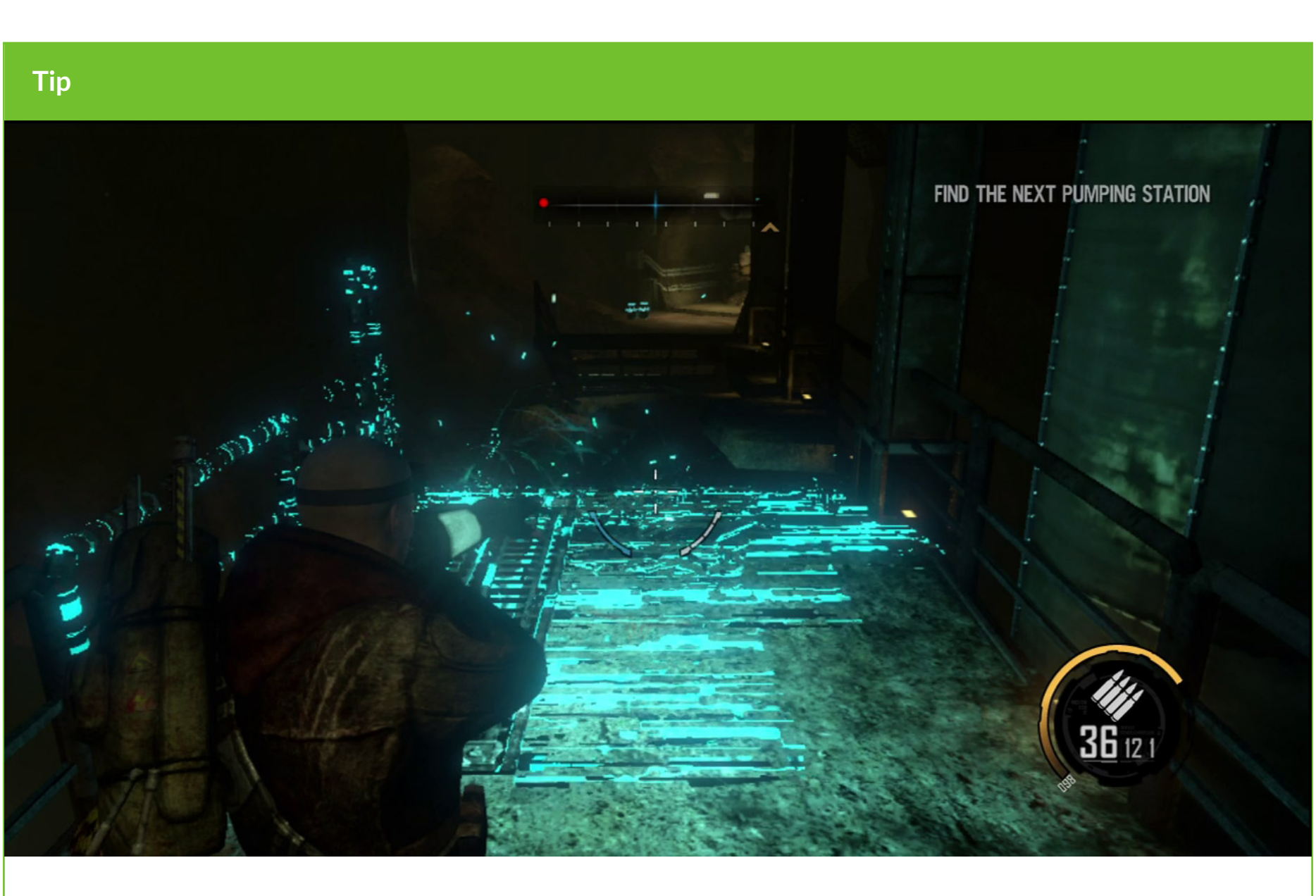
There's also an audio log at the monorail station, resting on the opposite platform. To reach the platform you must sprint and then jump—a simple jump will not suffice. In addition to the audio log, there's also ammo and salvage in the nearby dead-end tunnel. The audio log sounds like another entry from Sergeant Winters.

Audio Log 28: Trish, it's Frank. I, uh. . . look, I really don't know what to say. I suppose if I did we wouldn't be here to start with. I'm sorry. I'm sorry for everything. You deserve better. I signed the papers. . . I'll drop 'em off in the morning.



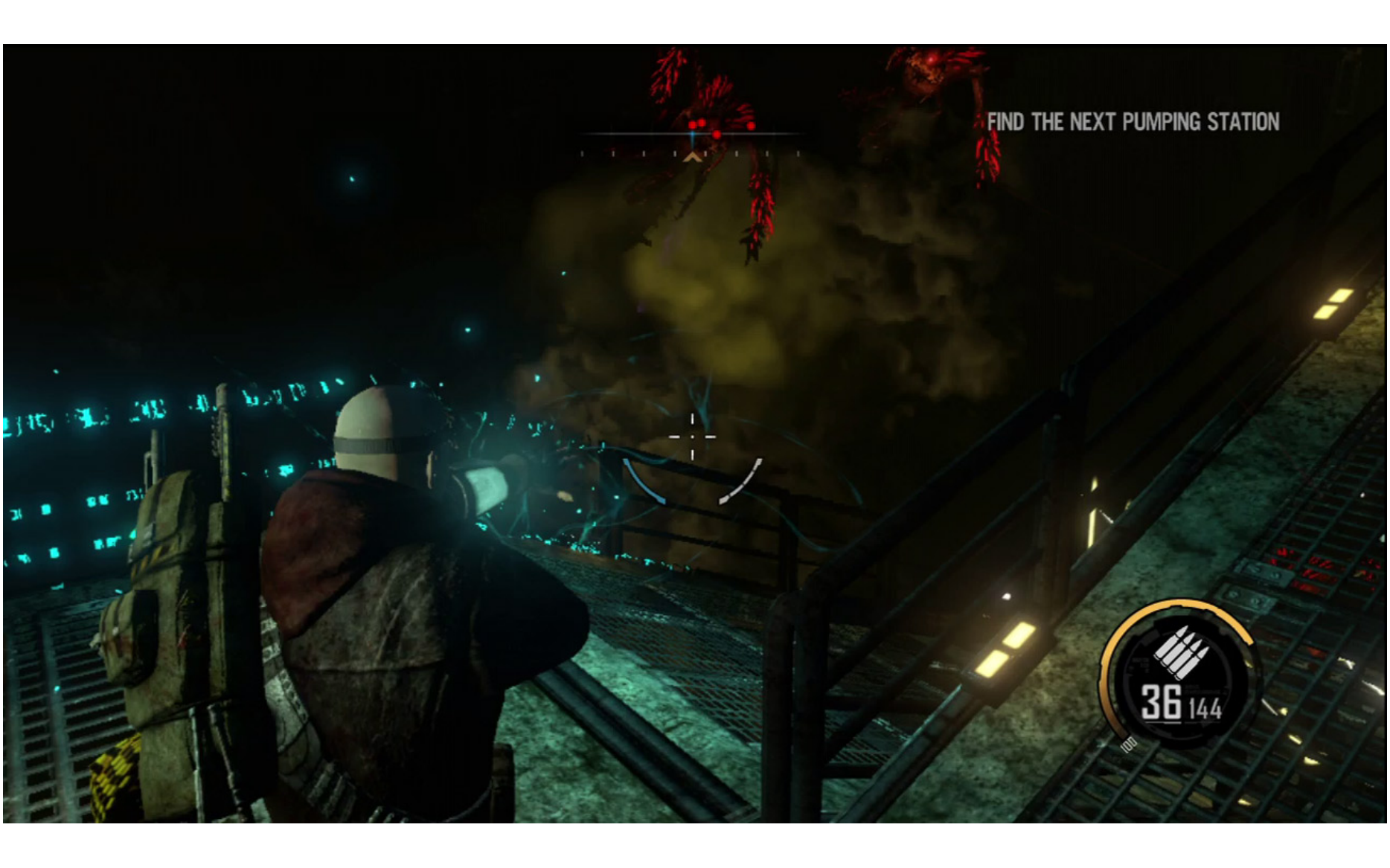
After leaving the monorail station, proceed across a narrow footbridge. At the far end of the bridge is another pod. Blast it with your Nano Rifle or Assault Rifle before it can spawn more creepers. Three more pods cling to the walls of the cavern on the narrow path leading down to the next pumping station. Fight your way through the swarms of creepers and destroy the pods as quickly as possible.

Tip



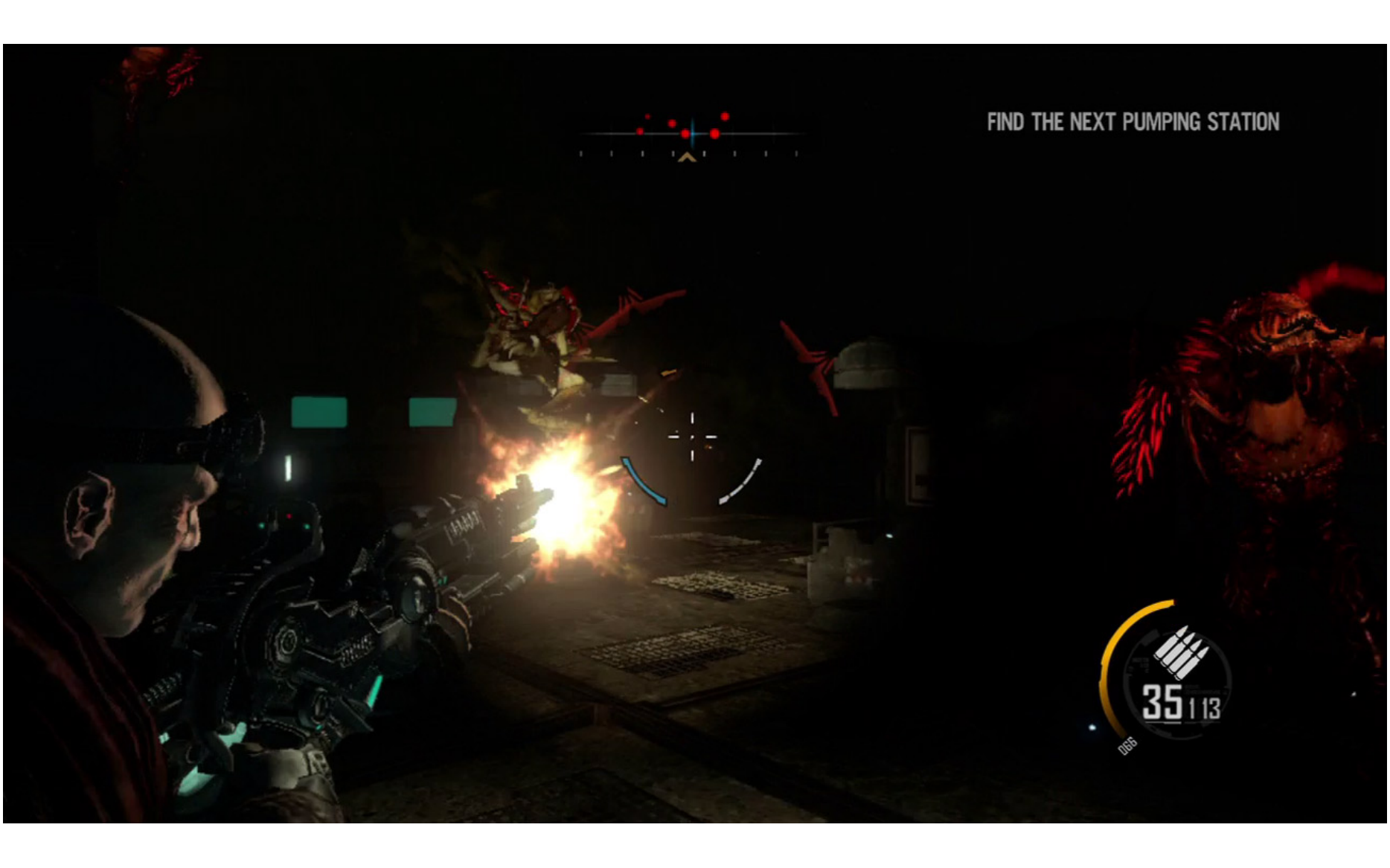
After destroying the four pods, turn to the right to locate this damaged bridge. Repair the bridge as you cross to reach a dead-end alcove containing salvage and ammo. After stocking up, return to the main path leading to the next pumping station.

Pumping Station #78



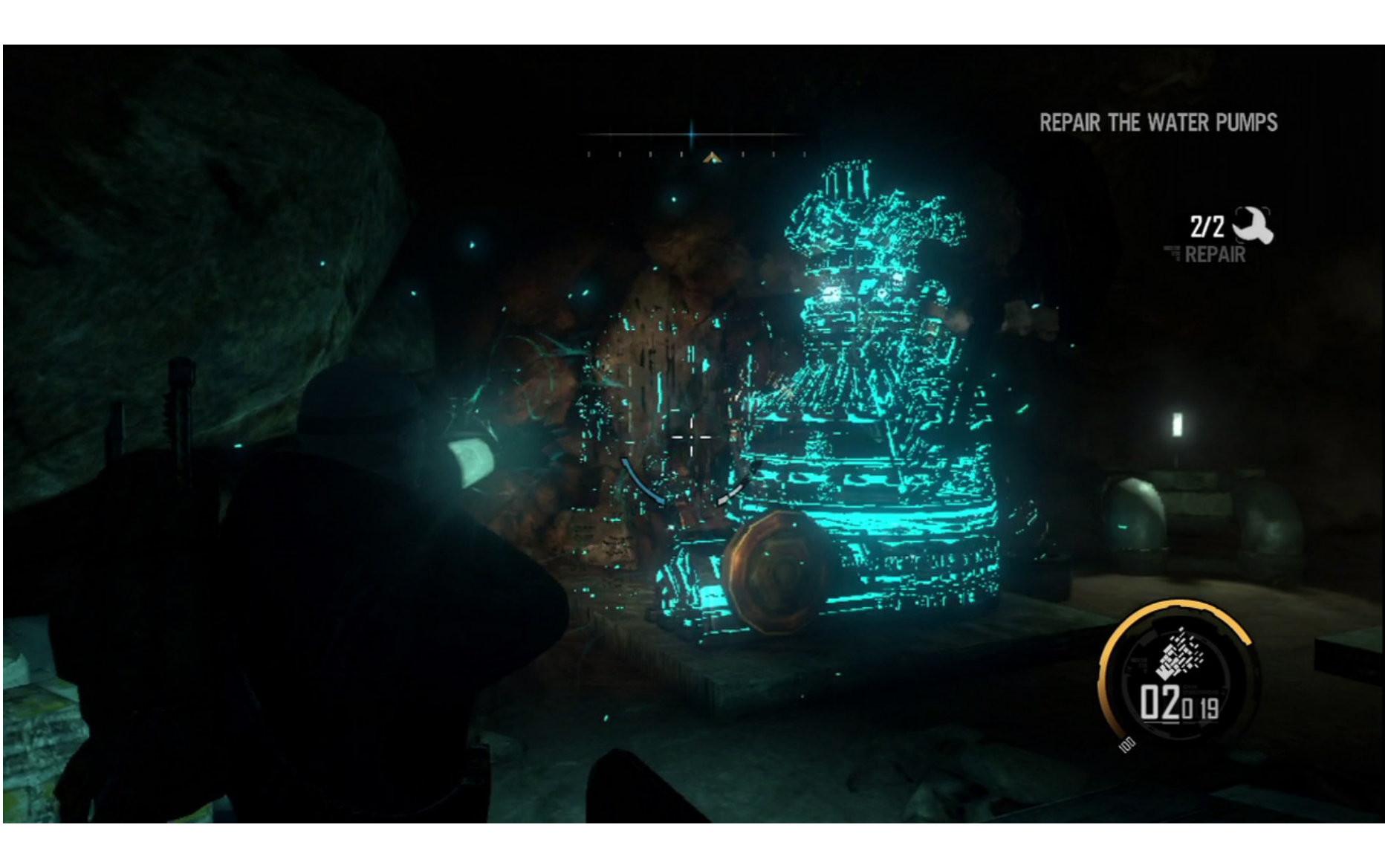
The catwalk system ahead is damaged and must be repaired as you advance down toward the pumping station. As you descend deeper into the cavern, several ravagers materialize on the surrounding walls. Instead of moving and shooting, hold your ground and eliminate each ravager as it comes into view. If you're not careful, you may accidentally step off the damaged catwalk. If you must move, watch where you're stepping to ensure there's a solid structure beneath your feet. Eliminate all the ravagers you encounter during the descent. You don't want them chasing you all the way down.

New Objective: Clear the Area

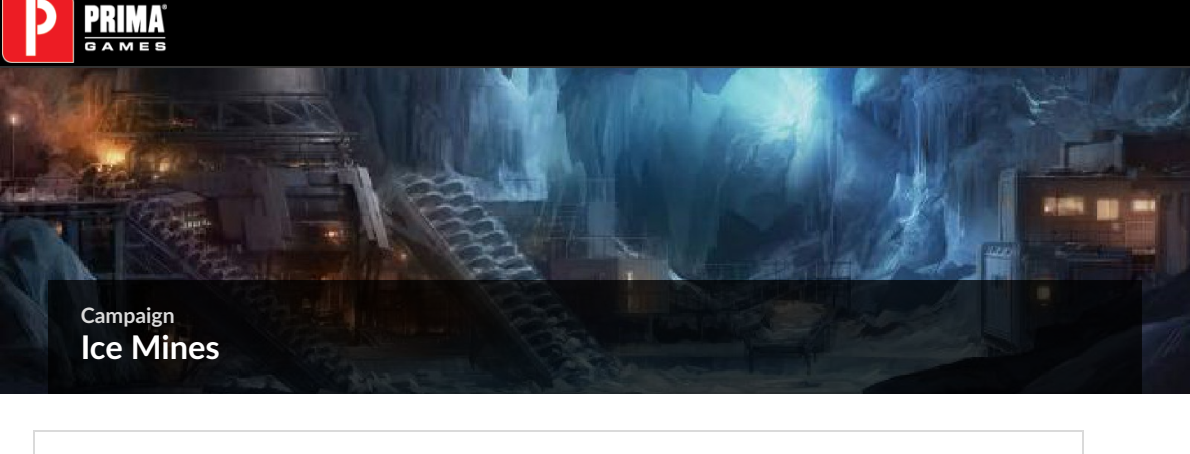


When you reach the bottom of the catwalk system, all hell breaks loose with ravagers attacking from all directions. To make matters worse, it's dark. Rely on your compass to keep your bearings and zero in on the locations of the ravagers. The Nano Rifle is the quickest way to dispatch these enemies, but your ammo probably won't hold out for long—be ready to switch to a different weapon, like the Assault Rifle or Magnet Gun. Although it's dark, you're on solid ground, so don't be afraid to move around. This makes you a tougher target to hit for the ravagers shooting at you from the cavern's walls. If you find yourself surrounded and hit with melee strikes, use Impact or Shockwave to give yourself some breathing room. Keep up the fight and hunt down every last ravager to complete the objective.

New Objective: Repair the Water Pumps



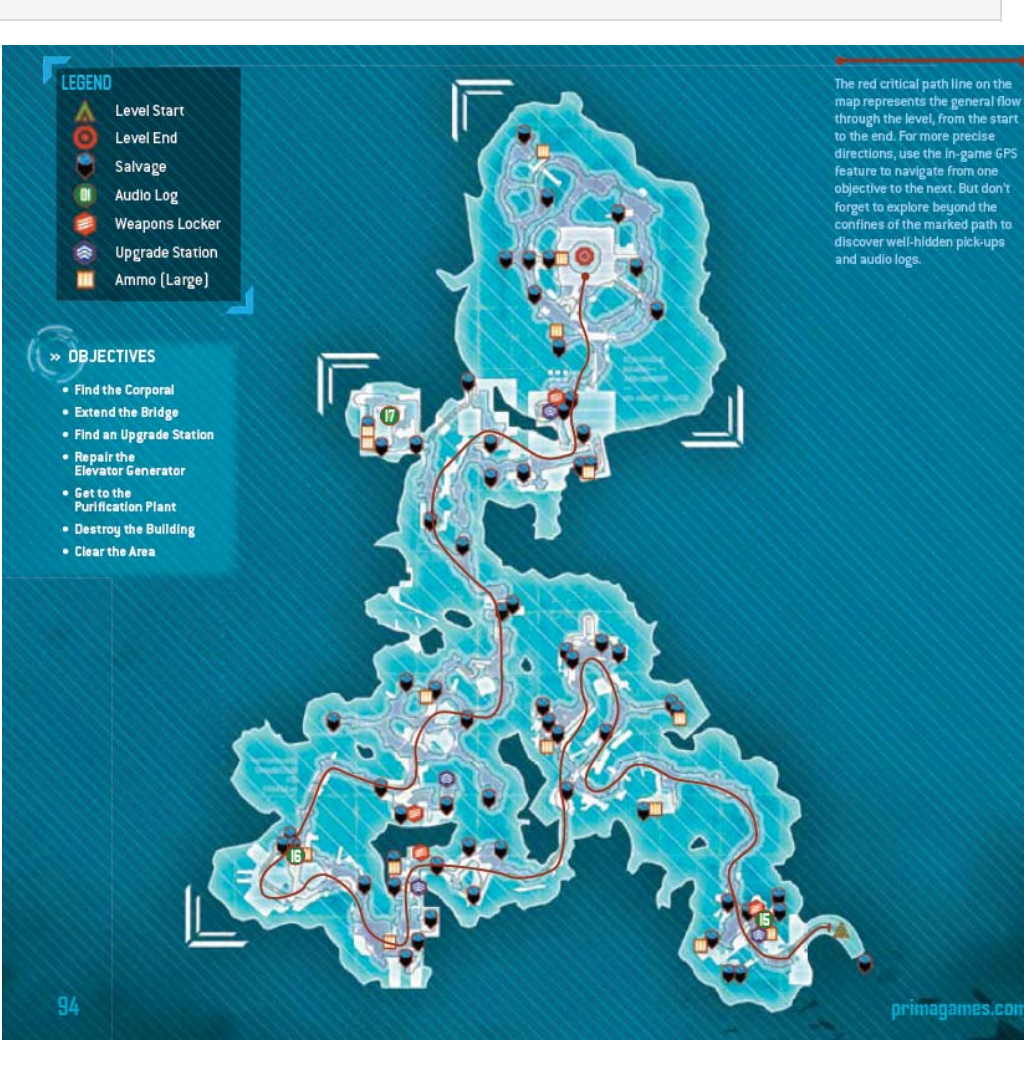
Following the fight with the ravagers, locate and repair the two damaged water pumps. After completing the repair work, Darius checks in with Corporal Hoddle to see how things are working. Hoddle is currently investigating the problem with their water treatment plant called Deep Freeze 2—apparently there's some problem at the plant. But Hoddle's transmission suddenly fades out. S.A.M. is unable to reestablish the comm-link but reports that Deep Freeze 2 is located in the cave system below. Despite S.A.M.'s warnings, Darius is determined to assist Hoddle's team at Deep Freeze 2. Advance down the adjacent tunnel as indicated by the GPS markers. At the end of the tunnel, interact with the hatch in the floor to descend to the lower cave system.

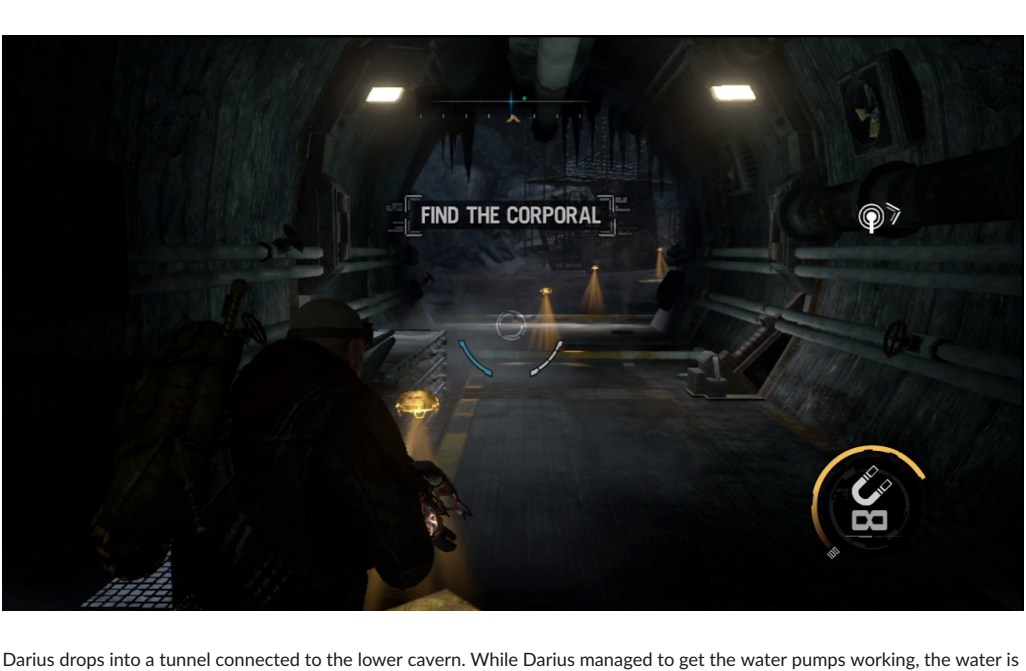


Campaign

Ice Mines

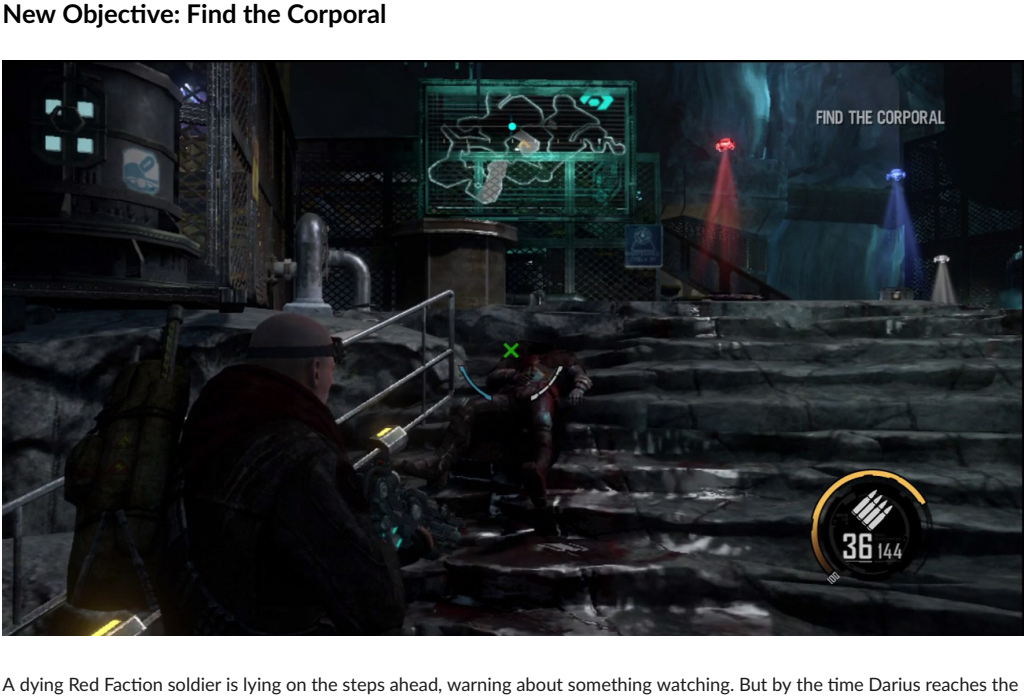
Icon	Name	Description	Gamescore	Trophy
	Crack Shot	Kill a wraith before it restealths.	10	Bronze
	Things Fall Apart	Destroy the Water Filtration Plant.	20	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
OBJECTIVES
Find the Corporal
Extend the Bridge
Find an Upgrade Station
Repair the Elevator Generator
Get to the Purification Plant
Destroy the Building
Clear the Area
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
17
16
15
94
primagames.com



Darius drops into a tunnel connected to the lower cavern. While Darius managed to get the water pumps working, the water is dirty. At last contact, Corporal Hoddle was investigating equipment malfunctions at a water purification plant known as Deep Freeze 2, but communication with Hoddle was lost. You need to regroup with Hoddle and get to work at Deep Freeze 2. Unless the water is properly filtered, it won't do the colonists any good. As you gain control of Darius, turn around and head toward the tunnel's dead end, in the opposite direction of the GPS markers. At the end of the tunnel you find some salvage. Turn around and exit the tunnel, following the GPS markers. S.A.M. reports movement ahead.

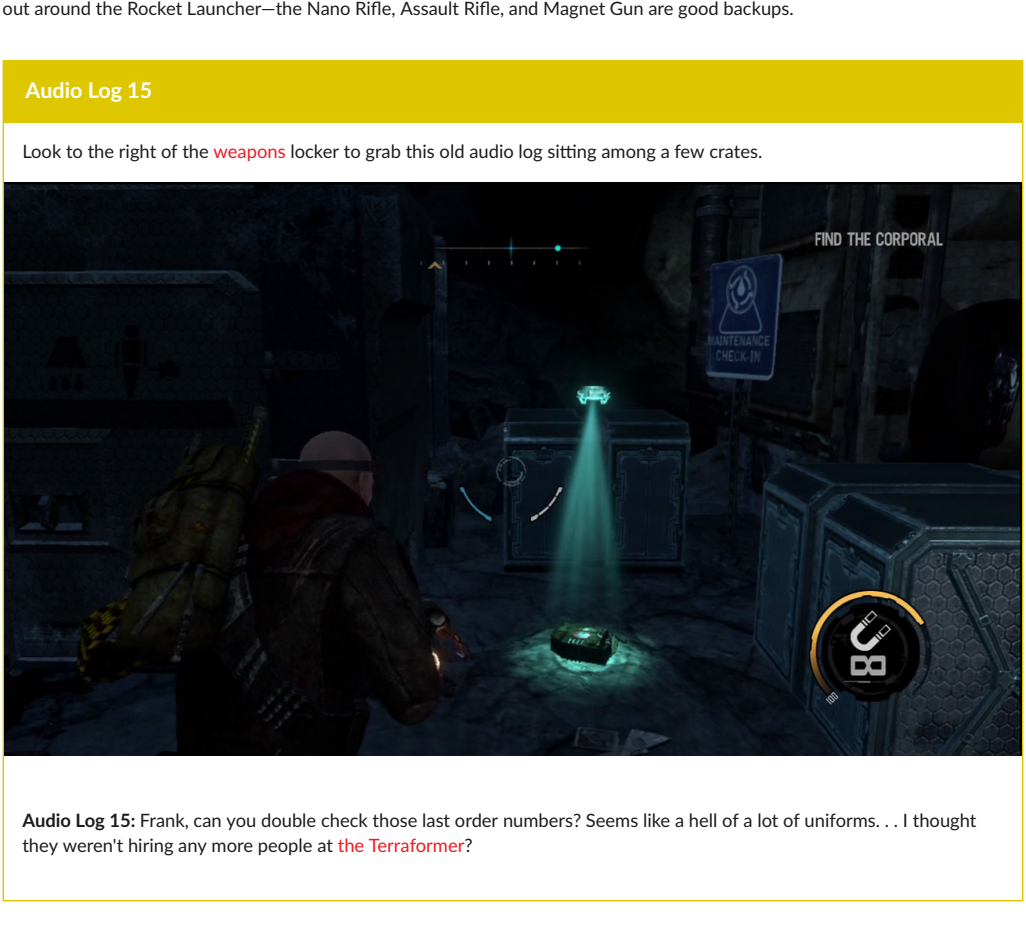
New Objective: Find the Corporal



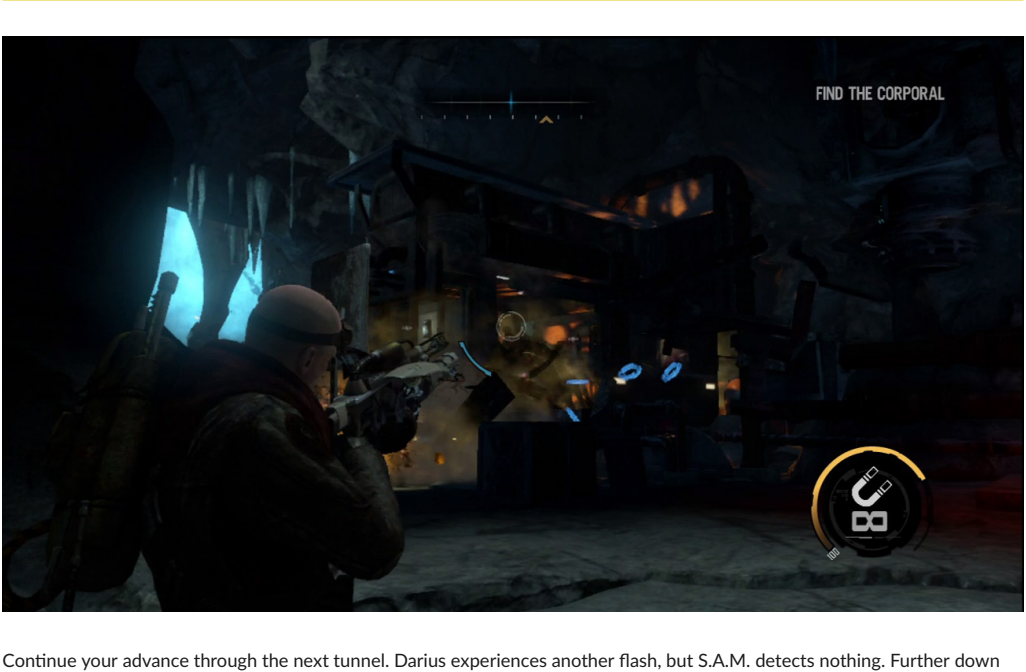
A dying Red Faction soldier is lying on the steps ahead, warning about something watching. But by the time Darius reaches the soldier, it's too late to do anything to help. There is a Rocket Launcher on the ground not far from the dead soldier—add it to your arsenal now. A sudden flash behind Darius gets his attention. Turn around to spot an orange smoke-like vapor. Soon this vapor dissipates. Settle down and search the surroundings for salvage and ammo—you may have to break some stuff. There's also an upgrade station and weapons locker nearby. The Rocket Launcher now appears in the weapons locker. Build your load-out around the Rocket Launcher—the Nano Rifle, Assault Rifle, and Magnet Gun are good backups.

Audio Log 15

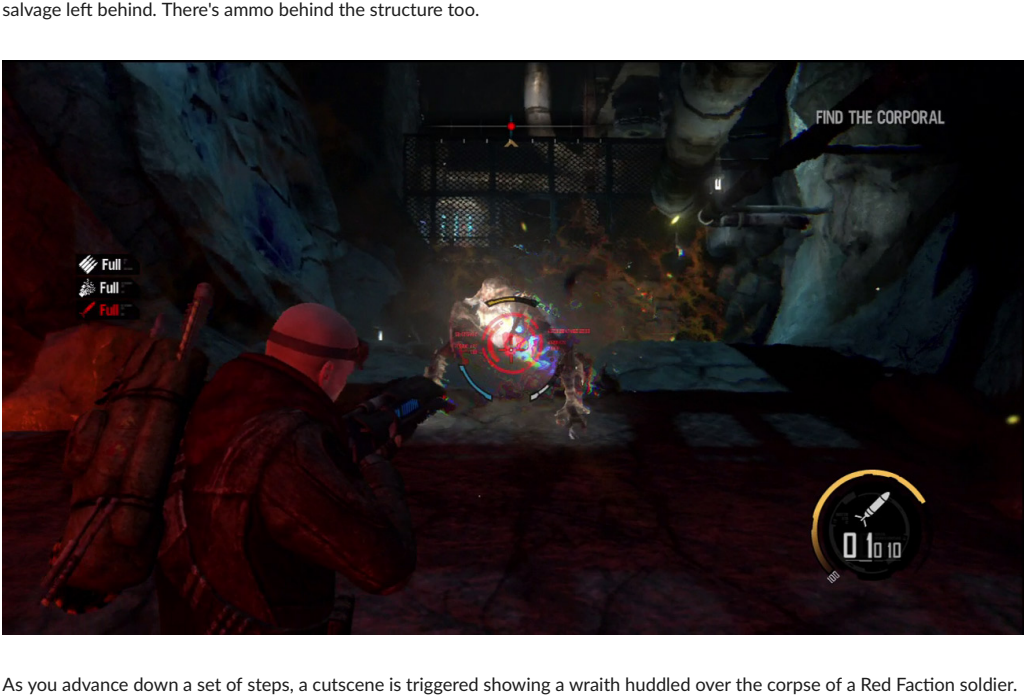
Look to the right of the weapons locker to grab this old audio log sitting among a few crates.



Audio Log 15: Frank, can you double check those last order numbers? Seems like a hell of a lot of uniforms. . . I thought they weren't hiring any more people at the Terraformer?



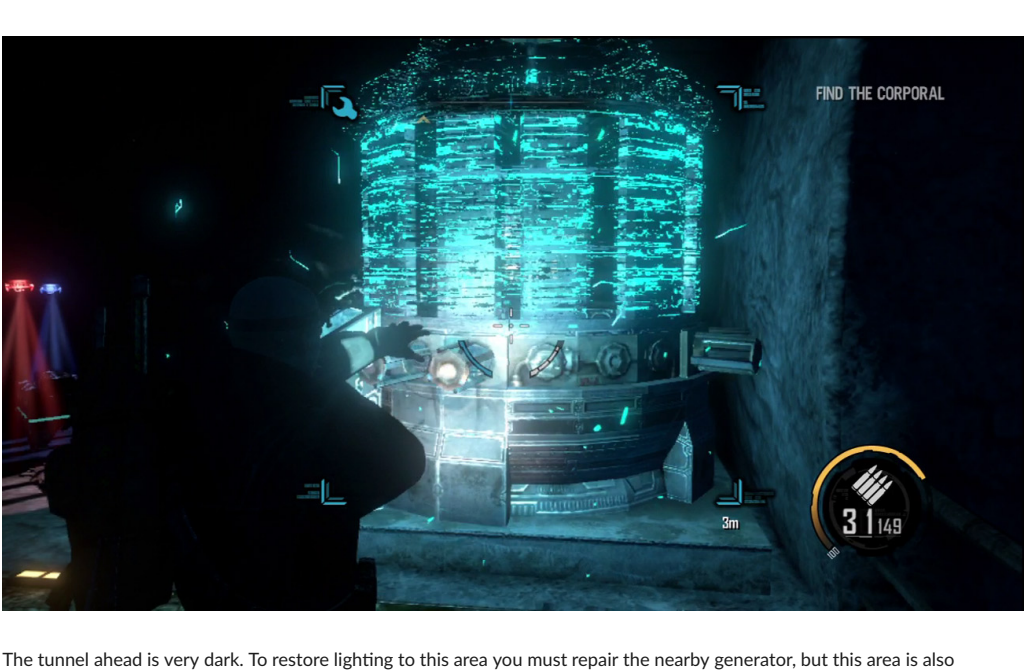
Continue your advance through the next tunnel. Darius experiences another flash, but S.A.M. detects nothing. Further down the tunnel, Darius is finally able to make contact with Corporal Hoddle. Before Hoddle's communication breaks up he says they've discovered a new creature. He pleads for Darius to return to Bastion, telling him it's too late, but Darius isn't about to give up. Just ahead, use the Magnet Gun to dismantle the infected structure on the left side of the tunnel and then gather the salvage left behind. There's ammo behind the structure too.



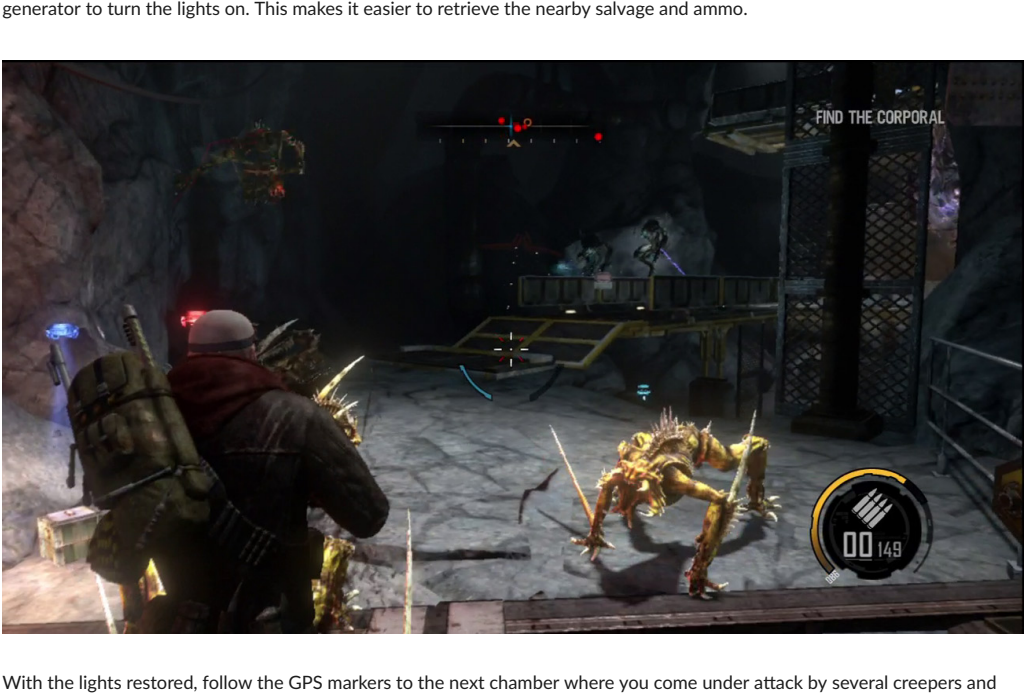
As you advance down a set of steps, a cutscene is triggered showing a wraith huddled over the corpse of a Red Faction soldier. As Darius fires a few shots at the creature, it simply vanishes. Wraiths are capable of cloaking, seemingly teleporting from one location to the next. Following the cutscene, equip the Rocket Launcher and creep down the tunnel until the wraith appears again. Once the wraith appears, hit it with the Rocket Launcher before it can disappear. Another flash complicates this fight, temporarily blurring Darius' vision. Fortunately, the Rocket Launcher is capable of locking onto the wraith, as indicated by the red targeting icon appearing on the HUD. Once this icon appears, the rocket is locked onto the target. Hit the wraith with a couple of rockets to kill it. During the fight, S.A.M. reports unknown toxins in Darius' bloodstream. This could account for the flashes you're seeing. . .and the dead soldiers.

Crack Shot

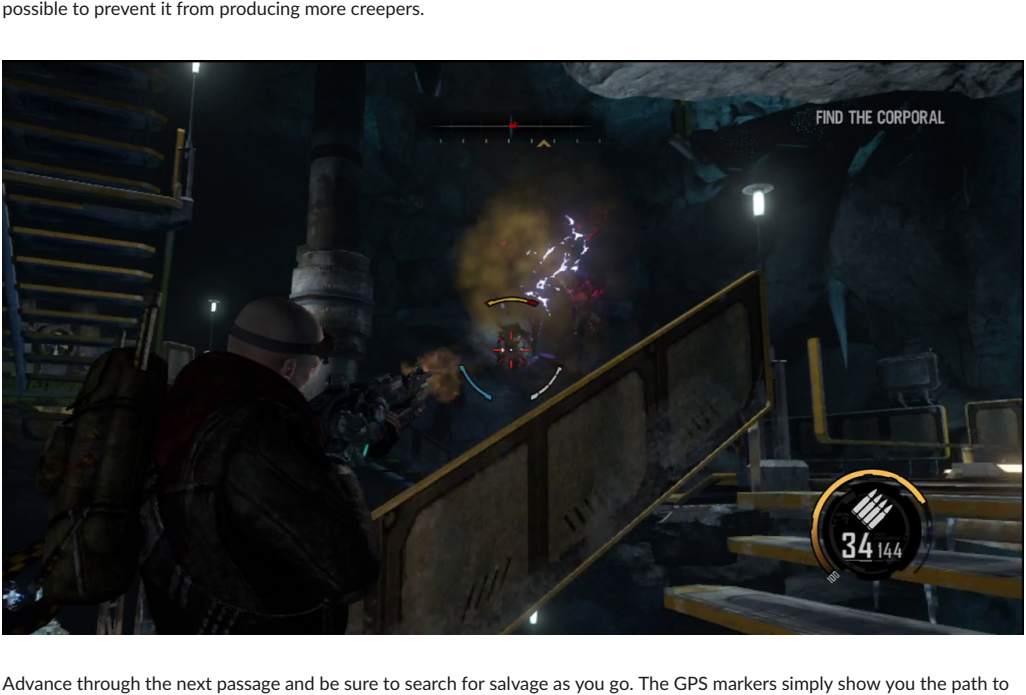
If you manage to kill the wraith quickly, before it can disappear, you earn this achievement/trophy. High-damage weapons, like the Rocket Launcher and Plasma Cannon, are the best way to knock these enemies down fast. The Maul and melee strikes are equally effective, especially if you own the tier 2 Melee Training upgrade.



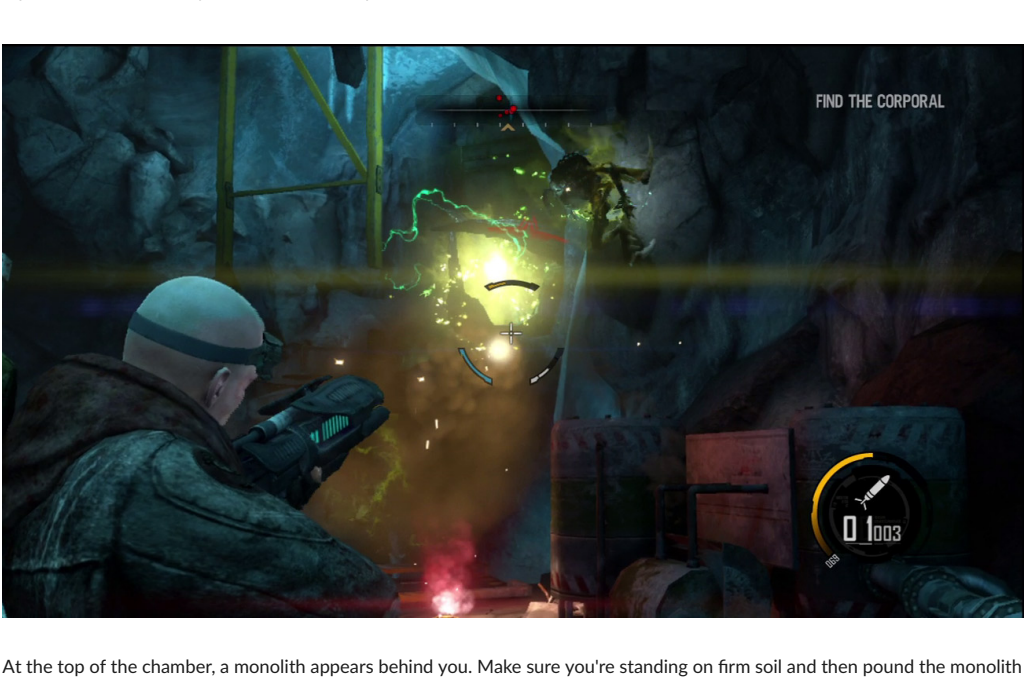
The tunnel ahead is very dark. To restore lighting to this area you must repair the nearby generator, but this area is also guarded by another wraith. Once again, use the Rocket Launcher to take down this alien fast—hunting a wraith in the dark is no fun. With the wraith down, climb the nearby ramp to reach a platform where the damaged generator is located. Repair the generator to turn the lights on. This makes it easier to retrieve the nearby salvage and ammo.



With the lights restored, follow the GPS markers to the next chamber where you come under attack by several creepers and ravagers. Use the Assault Rifle to chew through these enemies. If the creepers get too close, don't forget to use Shockwave or Impact. Clear a path through these creatures until you can get a line of sight on the nearby pod. Destroy the pod as soon as possible to prevent it from producing more creepers.

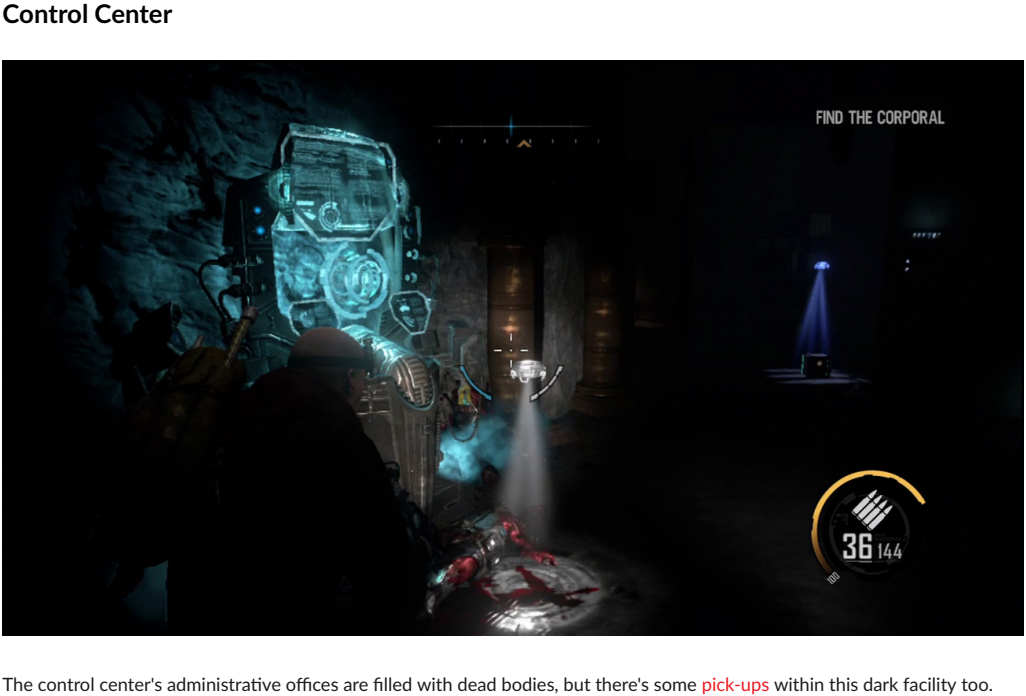


Advance through the next passage and be sure to search for salvage as you go. The GPS markers simply show you the path to the next objective. Keep a keen eye open for pick-ups and deviate from the critical path as necessary to collect them. Expect more ambushes from ravagers and wraiths along the way. After crossing a bridge and entering a dark passage, you come to a vaulted chamber. As you climb the scaffolding, more ravagers attack. Avoid using explosive weapons here as it may destroy the scaffolding. Instead, target the ravagers with your Assault or Nano Rifle. If pieces of the scaffolding are destroyed, you can still repair them to continue your ascent to the top of this chamber.

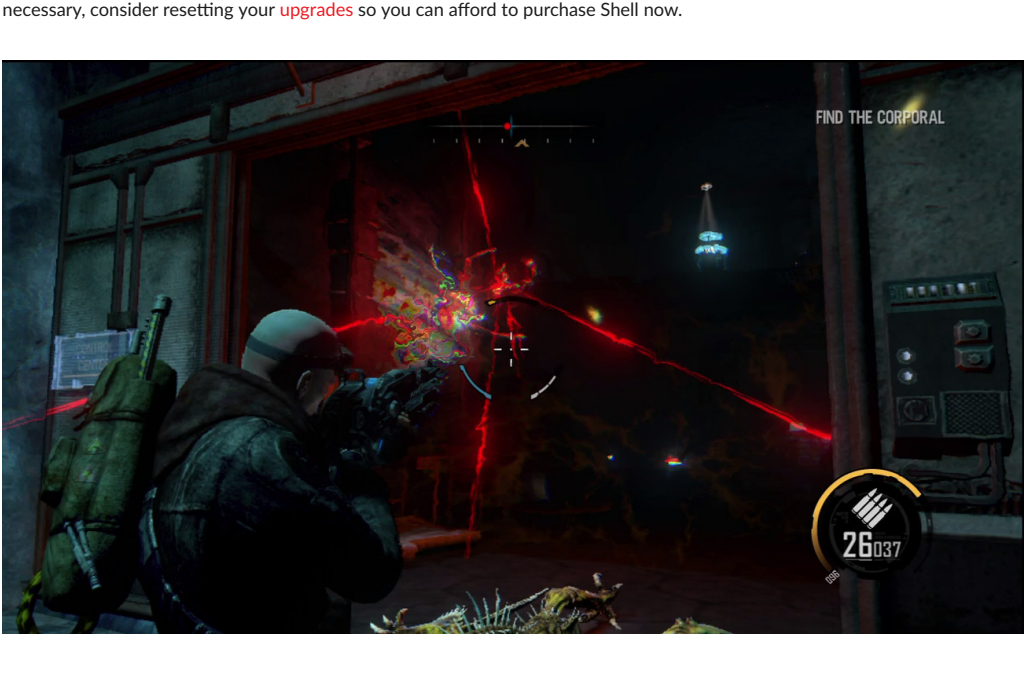


At the top of the chamber, a monolith appears behind you. Make sure you're standing on firm soil and then pound the monolith with your Rocket Launcher until it explodes. With the monolith down, eliminate the ravagers that spawned with it. The scaffolding may have sustained damage during your fight with the monolith, so avoid stepping off the soil at the top of the chamber while engaging the ravagers. The ravagers cling to the cavern walls and fire at you, so keep moving, even if you are just side-stepping left and right. The Nano Rifle can make quick work of these enemies. Once all the ravagers are down for good, follow the GPS markers to the nearby control center. You must repair the nearby bridge to reach it.

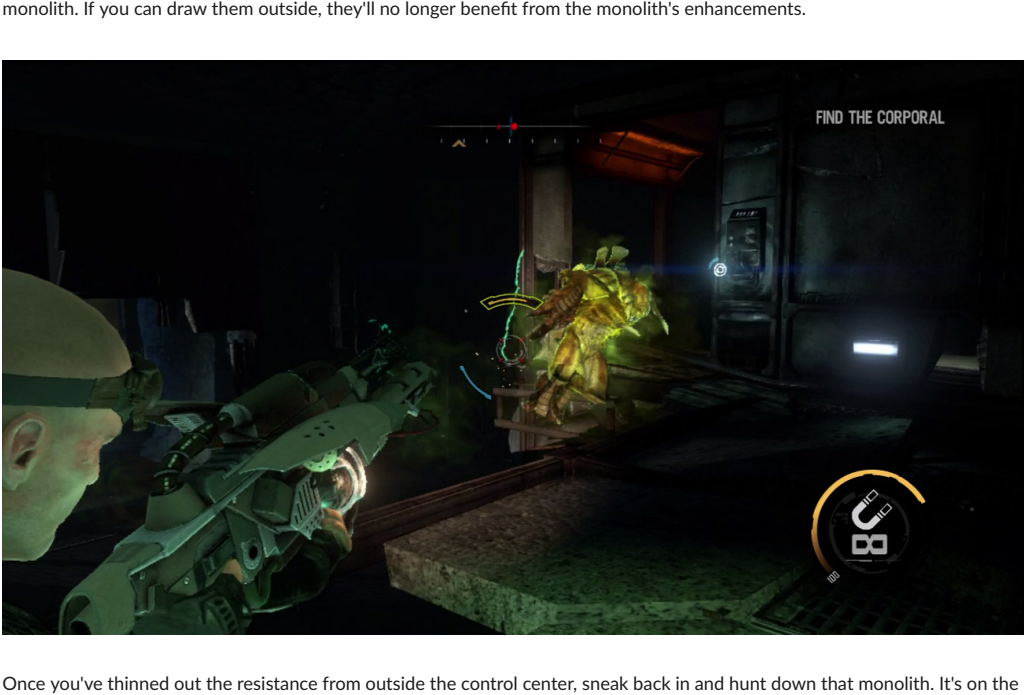
Control Center



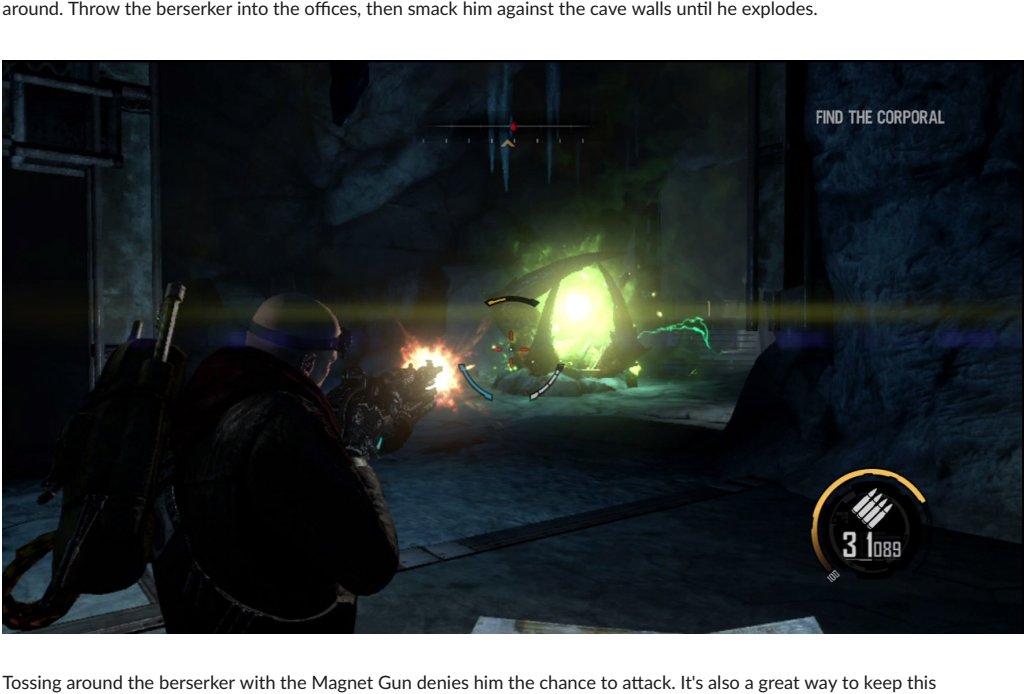
The control center's administrative offices are filled with dead bodies, but there's some pick-ups within this dark facility too. Search the offices near the entrance for pick-ups. You can also find a weapons locker and upgrade station here. If you have enough salvage, strongly consider purchasing the Shell upgrade for your Nano Forge. This tier 2 upgrade allows you to cast a temporary dome-shaped force field, useful for repelling projectile attacks. Shell can come in handy in the fight ahead. If necessary, consider resetting your upgrades so you can afford to purchase Shell now.



As soon as you step through the office next to the upgrade station, multiple enemy contacts appear on the compass. Instead of pressing forward, backpedal to the entrance of the control center. This draws the enemies toward you and allows you to fight them on solid ground—and in better lighting. Hold outside the entrance and mow down every creeper, ravager, and wraith that comes chasing after you. The doorway serves as a choke point, allowing you to focus your fire on one spot. It also prevents the enemies from sneaking up behind you. Creatures deep inside the control center are also under the enhancements of a monolith. If you can draw them outside, they'll no longer benefit from the monolith's enhancements.



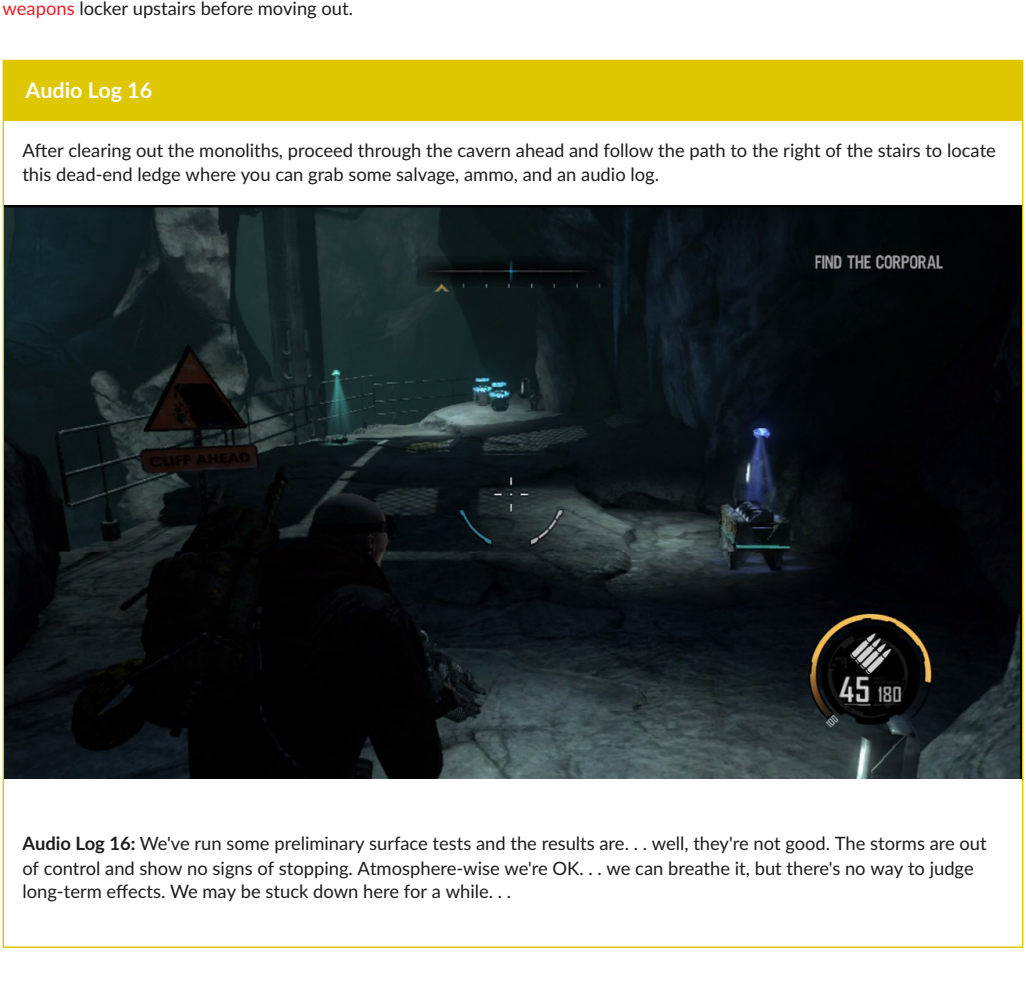
Once you've thinned out the resistance from outside the control center, sneak back in and hunt down that monolith. It's on the lower level but can be engaged from one of the offices on the upper floor. Aim out the window on the right and fire rockets at the monolith until it explodes. This destroys one monolith, but there's still one more you can't see from the offices. Don't worry about it until you've dealt with the berserker downstairs. Instead of dueling the berserker, use your Magnet Gun to knock him around. Throw the berserker into the offices, then smack him against the cave walls until he explodes.



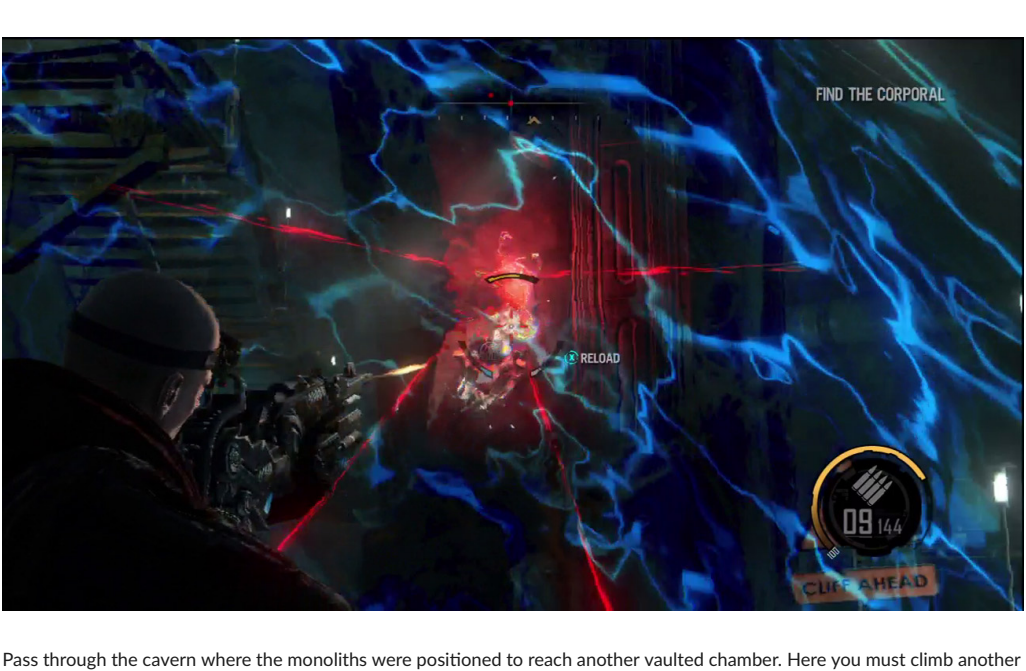
Tossing around the berserker with the Magnet Gun denies him the chance to attack. It's also a great way to keep this devastating foe away from you. Once the berserker is down, locate the second monolith and destroy it. Before pressing forward to Corporal Hoddle's last known position, search the office area for ammo and salvage. This may require repairing sections that were destroyed in our fight with the monoliths and berserker. You can even revisit the upgrade station and weapons locker upstairs before moving out.

Audio Log 16

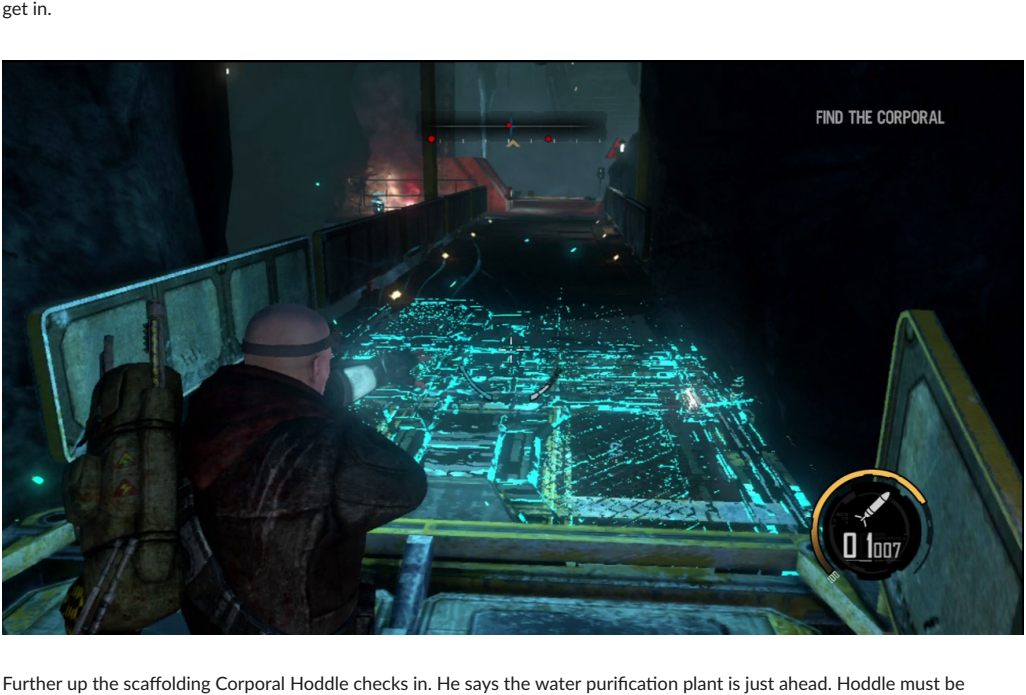
After clearing out the monoliths, proceed through the cavern ahead and follow the path to the right of the stairs to locate this dead-end ledge where you can grab some salvage, ammo, and an audio log.



Audio Log 16: We've run some preliminary surface tests and the results are. . . well, they're not good. The storms are out of control and show no signs of stopping. Atmosphere-wise we're OK. . . we can breathe it, but there's no way to judge long-term effects. We may be stuck down here for a while. . .



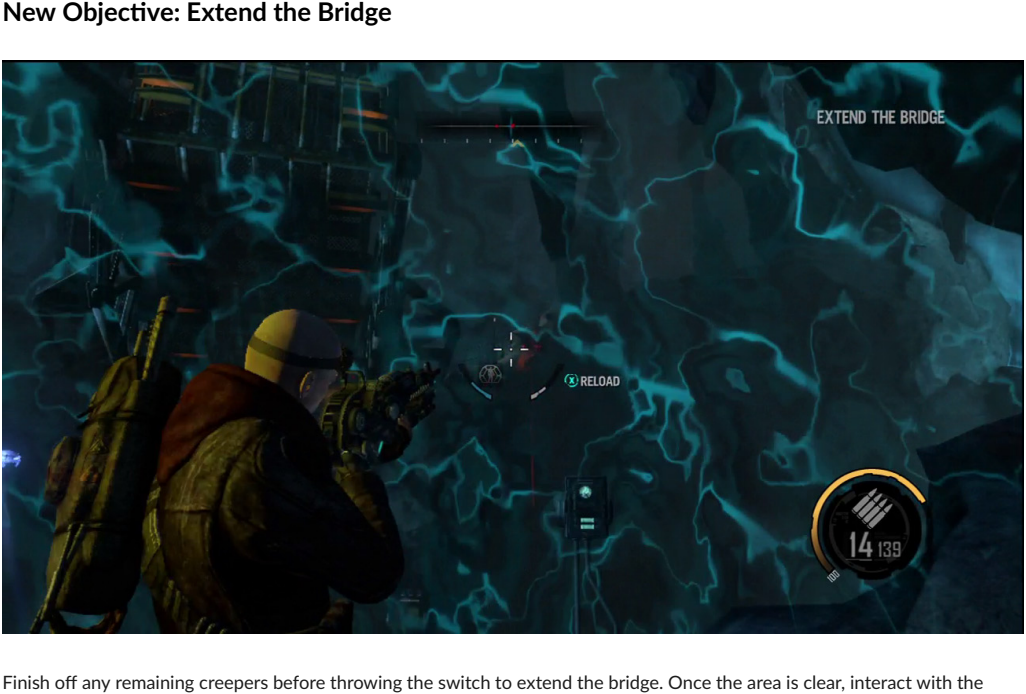
Pass through the cavern where the monoliths were positioned to reach another vaulted chamber. Here you must climb another set of scaffolding while fending off attacks from wraiths. Repair the scaffolding as necessary during the ascent, but only stop to engage the wraiths when standing on firm soil. The Rocket Launcher is still the best way to defeat these pesky creatures, but the resulting explosions do cause extensive damage to the scaffolding. If you begin taking heavy damage, deploy your Shell and stay within the protective bubble while the wraiths attack. You can still shoot out from the Shell, but the wraiths' attacks can't get in.



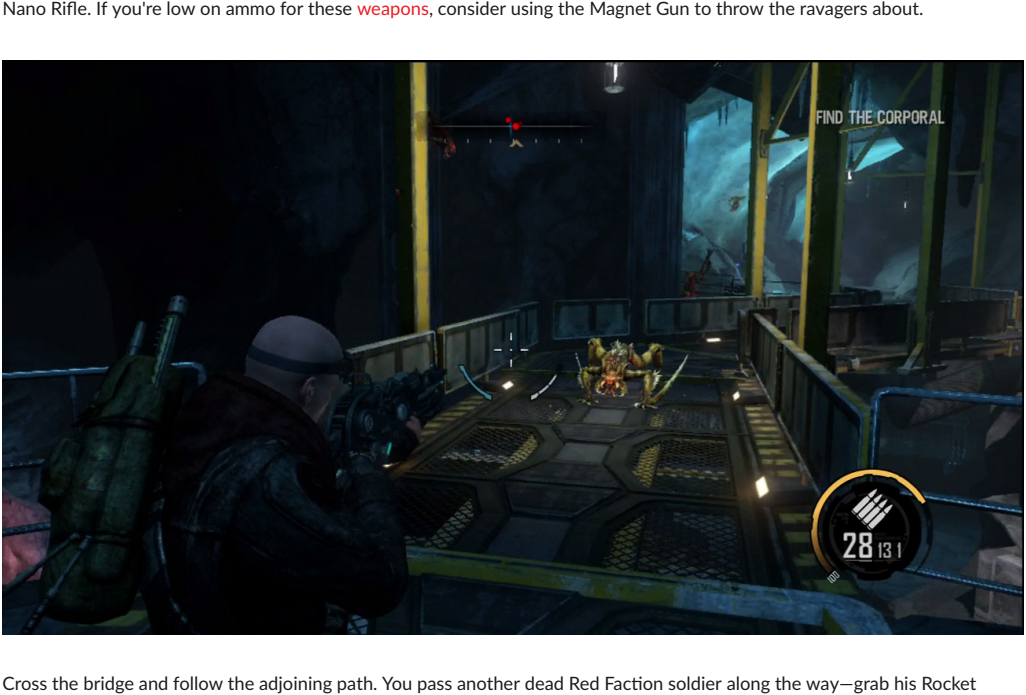
Further up the scaffolding Corporal Hoddle checks in. He says the water purification plant is just ahead. Hoddle must be wounded, because he says he can't go much further. Darius pleads with him to stay put, but it's unclear if Hoddle received the message. Continue repairing the scaffolding during the ascent and watch out for creepers as you reach the top. Blast them as they come into view, but don't let them distract you from your repair duties. If you fall through a damaged section, it may be a long way down. Before you can reach Hoddle's position, you must extend a bridge.

Bridge

New Objective: Extend the Bridge

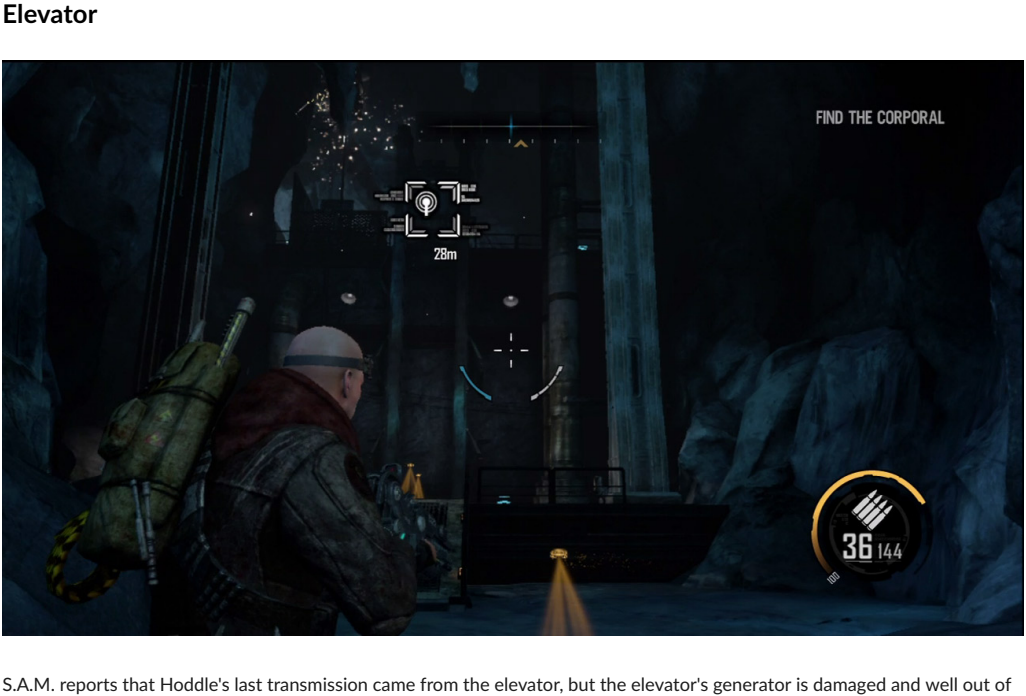


Finish off any remaining creepers before throwing the switch to extend the bridge. Once the area is clear, interact with the control panel. The bridge extends at a very slow pace, leaving you somewhat exposed while waiting. Several ravagers materialize along the cave's ceiling and open fire. Deploy your Shell for protection and return fire using either the Assault or Nano Rifle. If you're low on ammo for these weapons, consider using the Magnet Gun to throw the ravagers about.



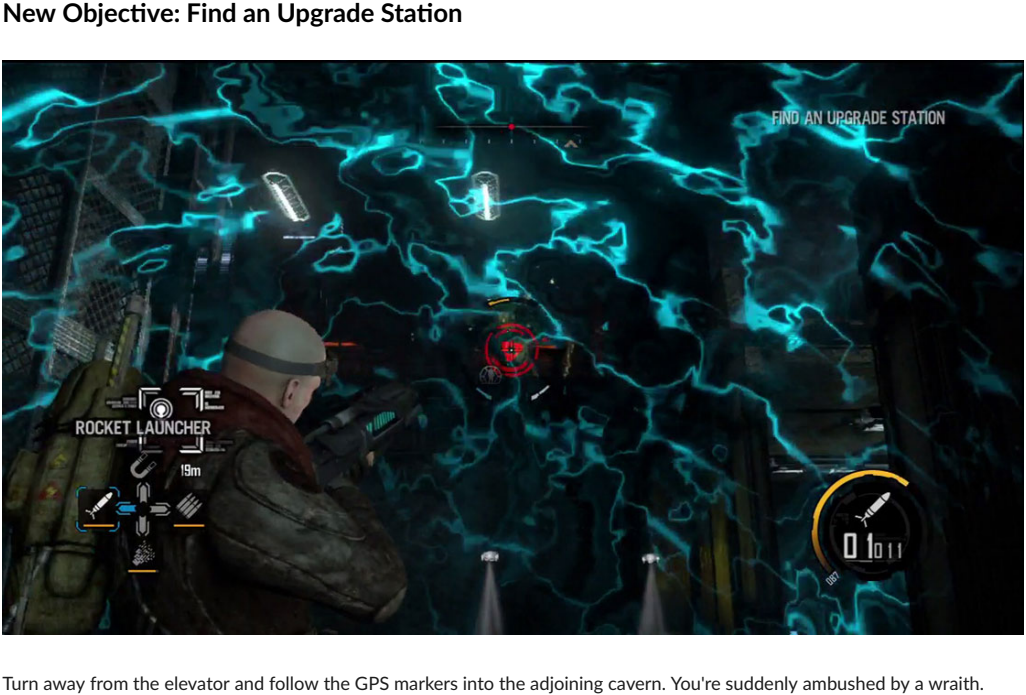
Cross the bridge and follow the adjoining path. You pass another dead Red Faction soldier along the way—grab his Rocket Launcher ammo. Just ahead you come under attack by more creepers. Fight your way past them and cross the catwalk, following the GPS markers (and signs) to the elevator where Corporal Hoddle is located, but don't rush. There are some ammo and salvage pick-ups along the way. After crossing the catwalk, search the dark alcove on the right for a large collection of salvage.

Elevator

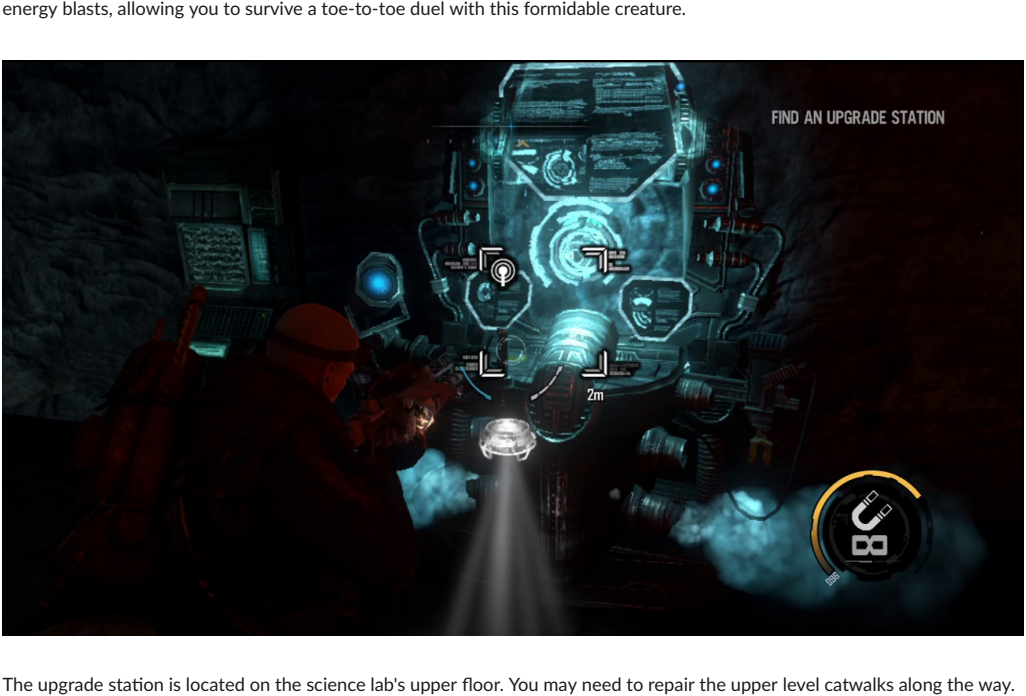


S.A.M. reports that Hoddle's last transmission came from the elevator, but the elevator's generator is damaged and well out of reach. S.A.M. states that such a long-distance repair is theoretically possible by overloading the Nano Forge and projecting nanites. Darius isn't crazy about the idea, but there are no other options. Before you can attempt such a repair, you must first find an upgrade station to acquire this new ability.

New Objective: Find an Upgrade Station

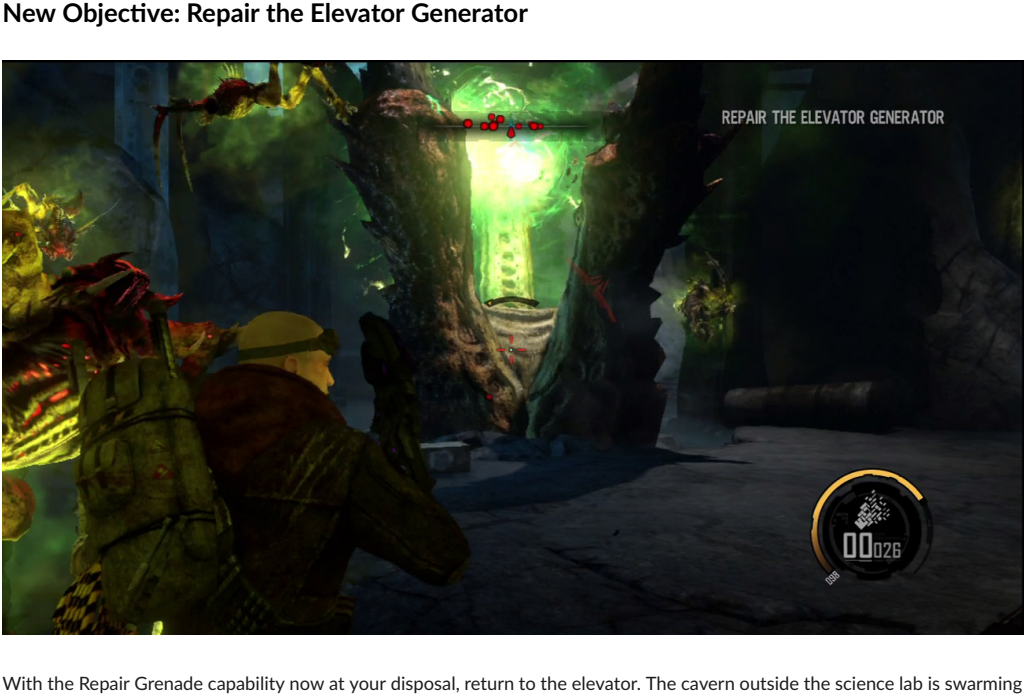


Turn away from the elevator and follow the GPS markers into the adjoining cavern. You're suddenly ambushed by a wraith. Deploy your Shell and return fire until the wraith is down for the count. Proceed to the science lab structure and cautiously step inside. Soon after entering the structure you come under attack by a berserker and several ravagers. Quickly blast the ravagers first, annihilating them with the Nano Rifle. Next, deploy another Shell and use the Rocket Launcher to engage the berserker. Keep hitting the berserker until he explodes. As long as the Shell is deployed, it can repel the berserker's powerful energy blasts, allowing you to survive a toe-to-toe duel with this formidable creature.



The upgrade station is located on the science lab's upper floor. You may need to repair the upper level catwalks along the way. Also be sure to search the adjacent rooms for salvage and ammo. Accessing the upgrade station automatically grants you the Repair Grenade capability—this costs you no salvage. If you like, take a moment to purchase any other upgrades you can afford. Downstairs there's also a weapons locker. While your current weapon load-out is sufficient, feel free to mix it up. It is strongly advisable to keep the Rocket Launcher, Nano Rifle, and Magnet Gun, however.

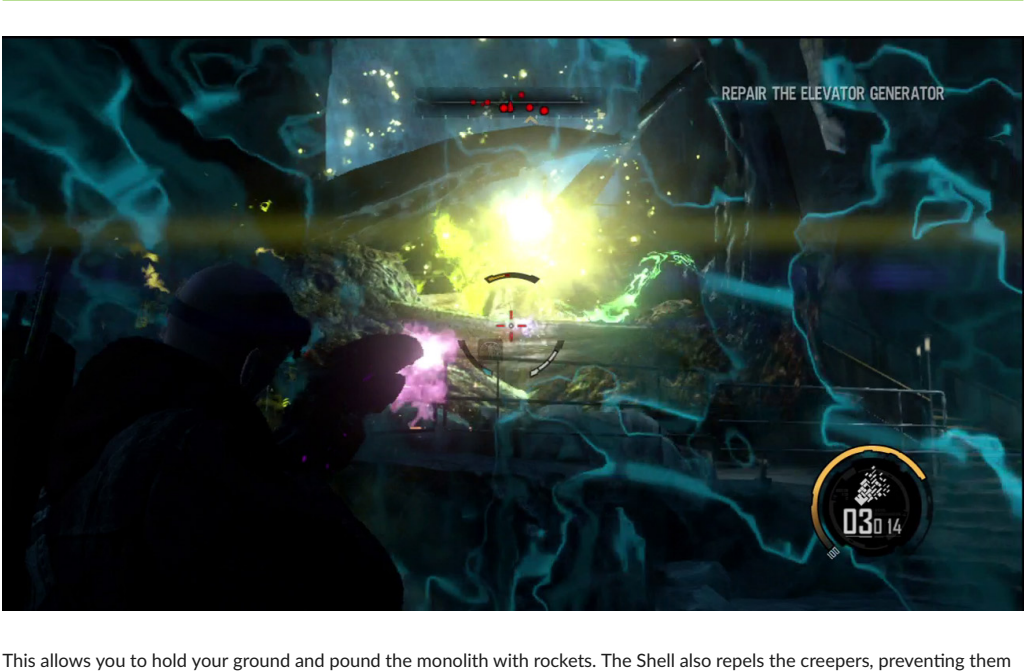
New Objective: Repair the Elevator Generator



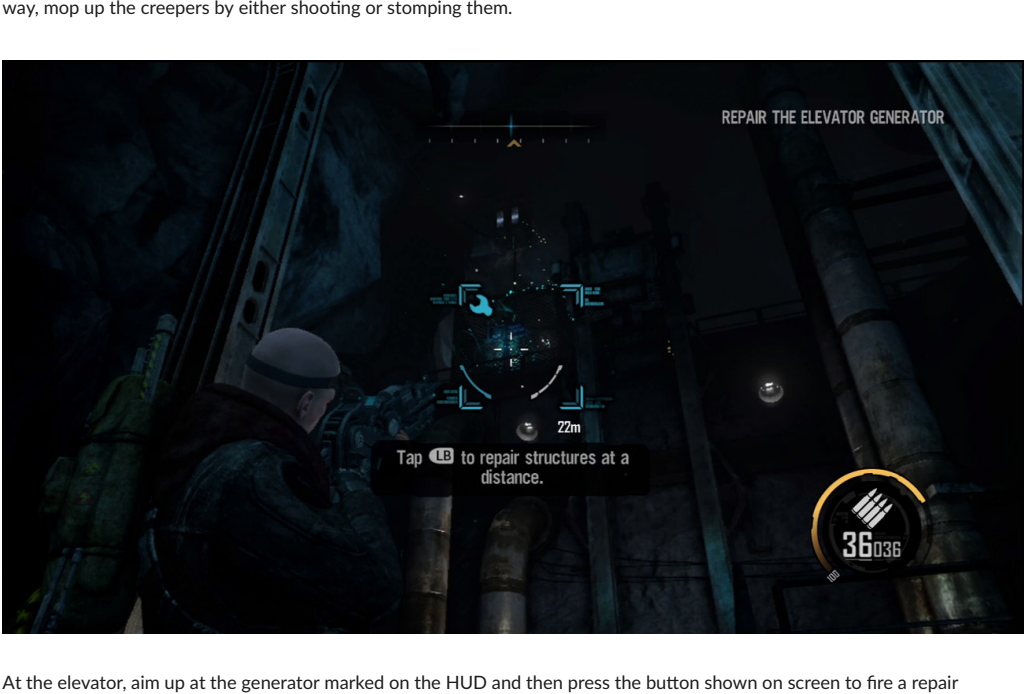
With the Repair Grenade capability now at your disposal, return to the elevator. The cavern outside the science lab is swarming with alien creatures. Soon after you step out of the building, a monolith sprouts from the ground nearby and multiple creepers scurry toward you. Take out the monolith quickly by blasting it with the Rocket Launcher. Once the monolith is destroyed, focus on the creepers. Keep moving and shooting. Use Impact or Shockwave as necessary to put some space between yourself and these creatures. Just be sure to eliminate all the enemy contacts on your compass before advancing.

Tip

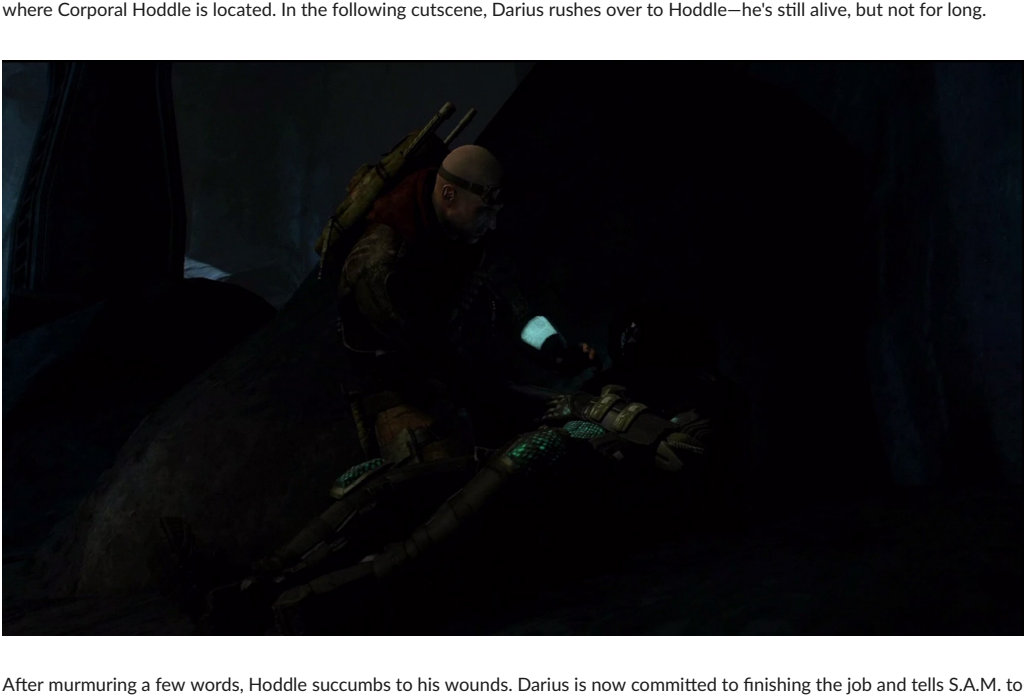
There are a couple of side caves near the science lab containing ammo and salvage. Take a moment to explore these caves before heading to the elevator.As you near the elevator, a second monolith erupts from the ground as more creepers attack. To avoid getting hit the by monolith's incoming blasts, consider deploying a Shell.



This allows you to hold your ground and pound the monolith with rockets. The Shell also repels the creepers, preventing them from performing melee attacks. If you run low on rockets, hit the monolith with the Nano Rifle. With the monolith out of the way, mop up the creepers by either shooting or stomping them.

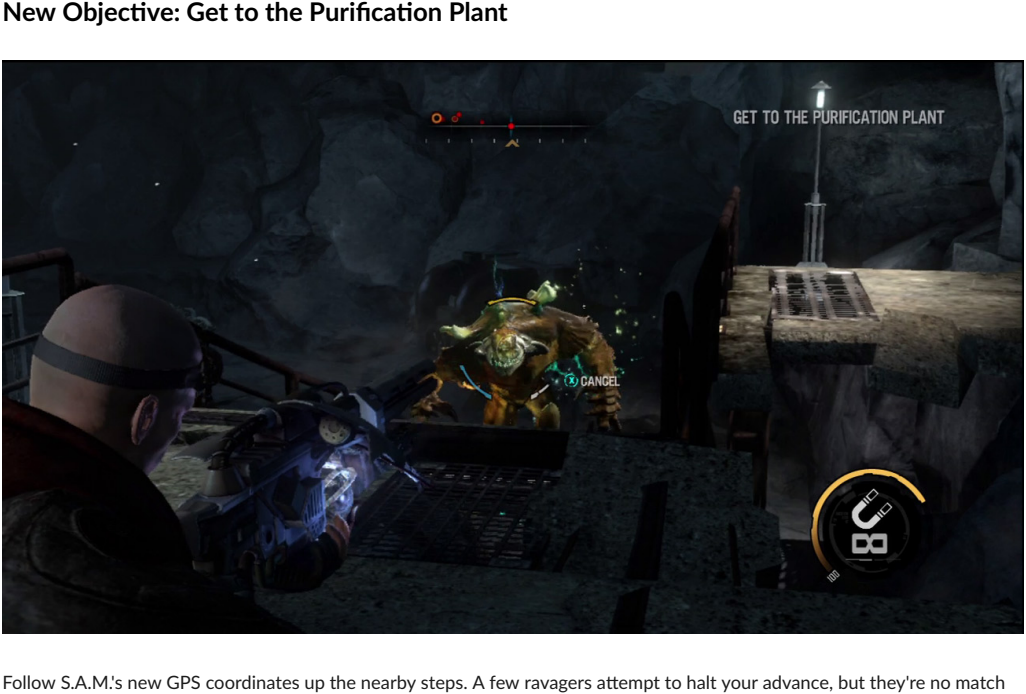

REPAIR THE ELEVATOR GENERATOR
22m
Tap LB to repair structures at a distance.
36 036

At the elevator, aim up at the generator marked on the HUD and then press the button shown on screen to fire a repair grenade. As S.A.M. theorized, the projected nanites work, restoring the generator. Board the lift and ride it up to the next level where Corporal Hoddle is located. In the following cutscene, Darius rushes over to Hoddle—he's still alive, but not for long.



After murmuring a few words, Hoddle succumbs to his wounds. Darius is now committed to finishing the job and tells S.A.M. to provide a heading for the water purification plant.

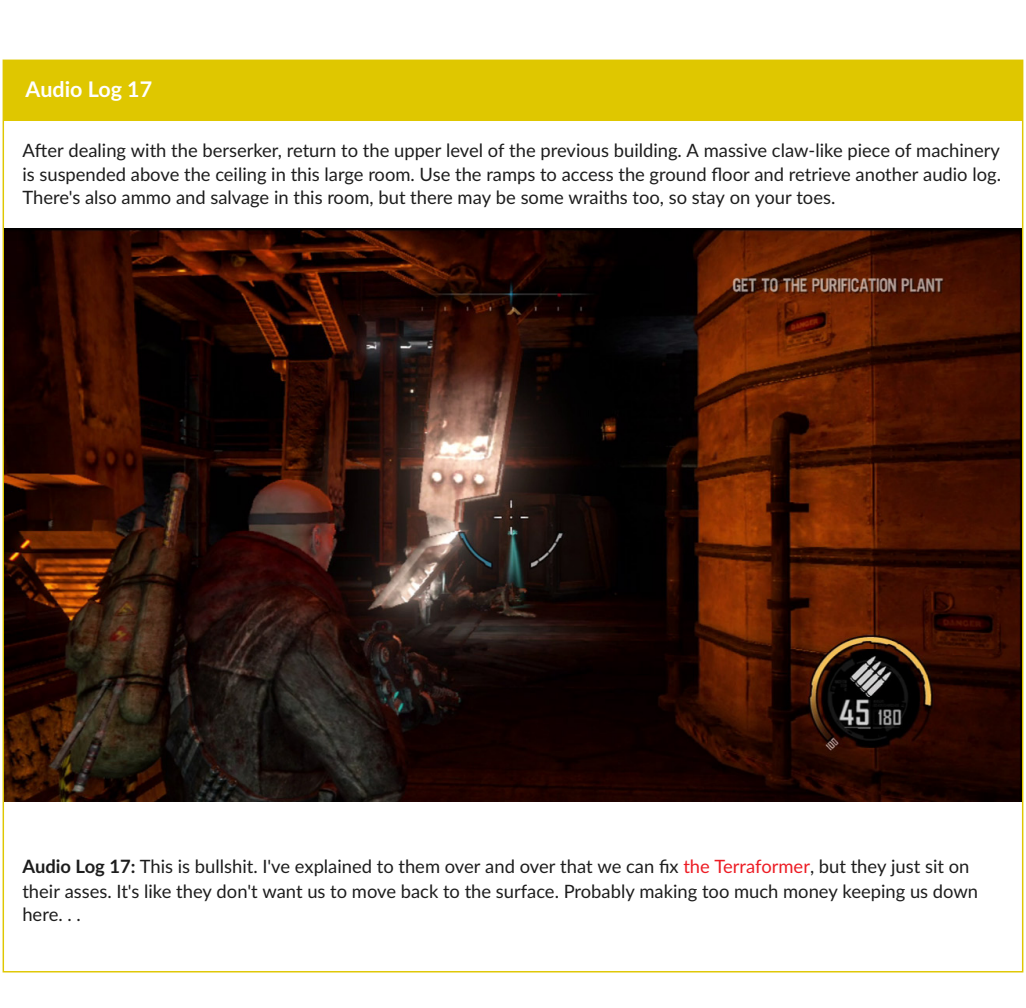
New Objective: Get to the Purification Plant



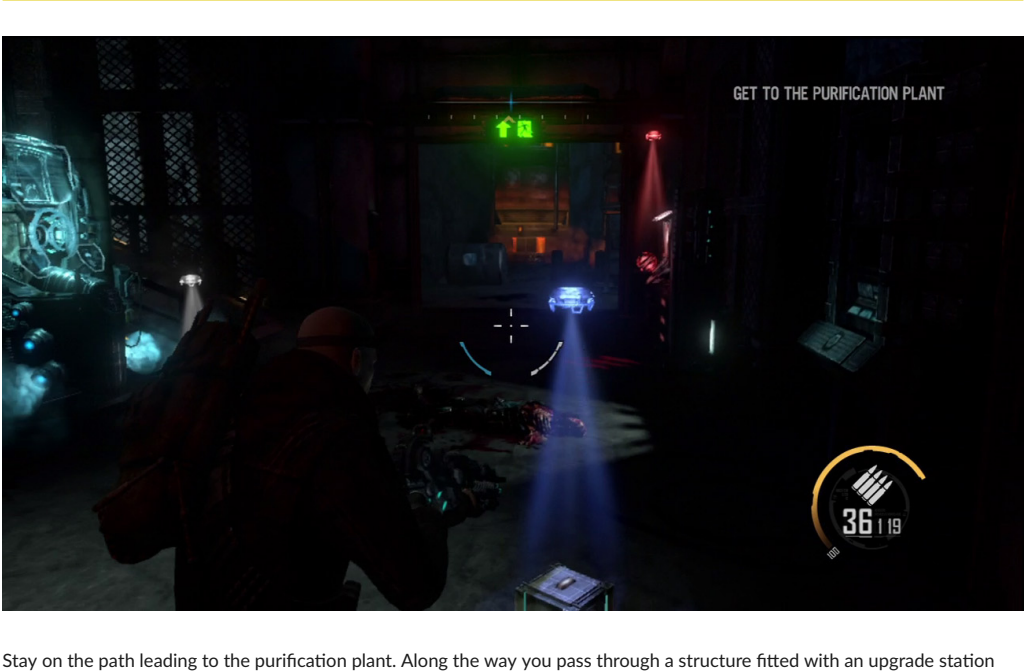
Follow S.A.M.'s new GPS coordinates up the nearby steps. A few ravagers attempt to halt your advance, but they're no match for your Nano Rifle. Put them down fast. Follow a series of ramps to a lower level. Here you come under attack by more ravagers and a berserker. Equip the Magnet Gun and target the berserker. Use the berserker as a wrecking ball to smash the ravagers. Keep bouncing the berserker around the cavern until he explodes. Now go after the remaining ravagers and the two pods from which they spawn. Use the compass to track down each pod and destroy it with the Rocket Launcher or Nano Rifle. Once all enemy contacts disappear from the compass, take a moment to search the surrounding area for ammo and salvage.

Audio Log 17

After dealing with the berserker, return to the upper level of the previous building. A massive claw-like piece of machinery is suspended above the ceiling in this large room. Use the ramps to access the ground floor and retrieve another audio log. There's also ammo and salvage in this room, but there may be some wraiths too, so stay on your toes.

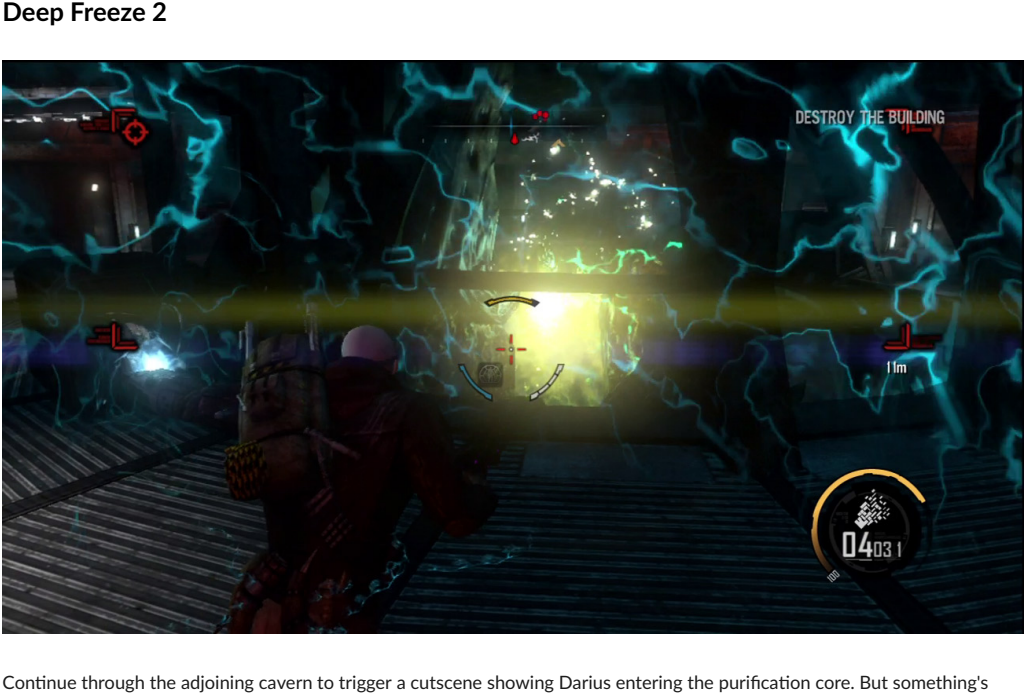


Audio Log 17: This is bullshit. I've explained to them over and over that we can fix the Terraformer, but they just sit on their asses. It's like they don't want us to move back to the surface. Probably making too much money keeping us down here. . .



Stay on the path leading to the purification plant. Along the way you pass through a structure fitted with an upgrade station and weapons locker. Purchase any upgrades you can afford and then adjust your weapons load-out. This time bring along the Plasma Cannon, Magnet Gun, Nano Rifle, and Assault Rifle. Once you're outfitted, head upstairs to grab some more salvage before proceeding toward Deep Freeze 2. The large red tanks outside the structure can be destroyed for even more salvage.

Deep Freeze 2

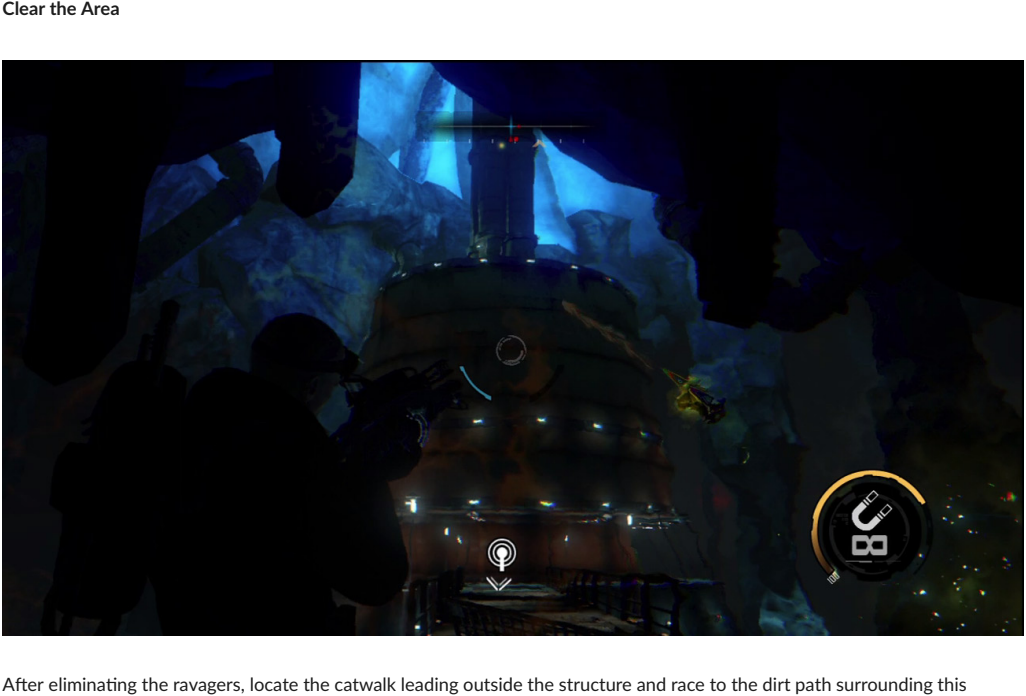


Continue through the adjoining cavern to trigger a cutscene showing Darius entering the purification core. But something's wrong—the aliens have infested the whole structure! Following the cutscene, deploy a Shell and take aim at the ravagers swarming around you. Blast them with the Nano Rifle until the interior of the structure is clear.

New Objectives:

Destroy the Building

Clear the Area



After eliminating the ravagers, locate the catwalk leading outside the structure and race to the dirt path surrounding this chamber. From here you can better target the structure and the aliens surrounding it. Watch out for wraiths attacking you from long and close range. If you can't deploy another Shell yet, just keep moving and shooting until the bulk of the alien attackers are eliminated. Next, target the berserkers with the Magnet Gun and use their bodies as wrecking balls against the purification plant. You must completely demolish the structure, so this is a great way to inflict some heavy damage—plus it keeps the berserkers from firing at you. But even the durable berserkers won't be able to withstand this much abuse. When you have no more enemies to use as ammo, dismantle the rest of the structure with the Magnet Gun or Plasma Cannon. Once the structure has completely collapsed, hunt down the surviving aliens. S.A.M. has received reports of hostile attacks on the outskirts of Bastion. Before leaving this area, scour the debris for salvage and ammo. When you're ready to leave, hold down the button shown on screen to return to Bastion.

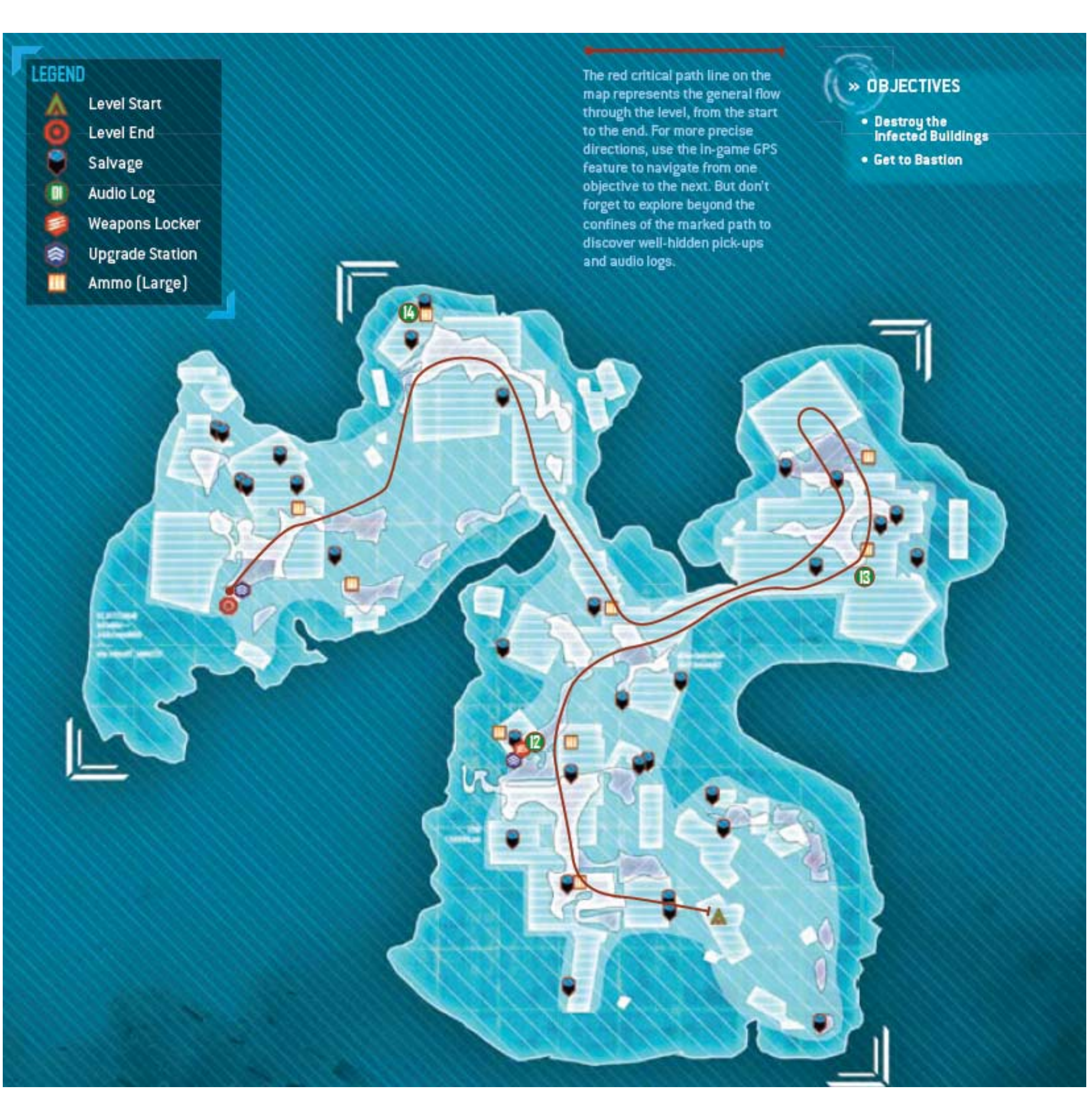
Things Fall Apart

The Things Fall Apart achievement/trophy is unlocked upon completion of this level.

Campaign

Infection

Icon	Name	Description	Gamescore	Trophy
	Money Well Spent	Buy out any one upgrade ring	15	Bronze



The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

» OBJECTIVES
- Destroy the Infected Buildings
- Get to Bastion

With the infected water purification plant destroyed, Darius has decided to head back to Bastion.

From Bastion he wants to get back to that Marauder temple in an effort to find Adam Hale. Advance through the tunnel ahead until you spot a sign welcoming you to Greenbelt.

Pass through the narrow entrance and look for a Plasma Beam weapon on the ground ahead—consider dropping your Rocket Launcher in exchange for this powerful weapon. Once you've gathered the Plasma Beam and the nearby ammo and salvage, cross the deep chasm ahead by moving through the wrecked monorail car on the left. Pass through the monorail car quickly and drop down on the other side before the wreckage plummets into the chasm. Darius notices an infected structure ahead. You might as well destroy these buildings on your way to Bastion.

Infected Building 1

New Objective: Destroy the Infected Buildings

DESTROY THE INFECTED BUILDINGS
0/5
DESTROY
15m

Follow the GPS markers to the first infected building, only a few paces beyond the wrecked monorail car. Creep toward the structure until several ravagers and creepers materialize around you. Stay on the move and open fire with your Assault or Nano Rifle—save your Plasma Beam ammo for destroying the infected structures. As usual, keep your distance from these creatures while eliminating them one by one. If they get too close, knock them back with Impact or freeze them with Shockwave.

DESTROY THE INFECTED BUILDINGS
0/5
DESTROY
19m
162

Once the area is clear of hostiles, take a moment to try out the Plasma Beam on the infected building. This weapon fires a solid beam of plasma capable of slicing through anything. Take aim at the base of the structure and hold down the trigger to commence demolition. While firing the Plasma Beam, pan your aim to the left or right, slicing through all the vertical supports. Continue slicing through the lower level of the structure until it all comes crashing down. Afterward, be sure to gather all the salvage left behind. One down, four more to go.

Monorail Station

DESTROY THE INFECTED BUILDINGS
1/5
DESTROY
36 189

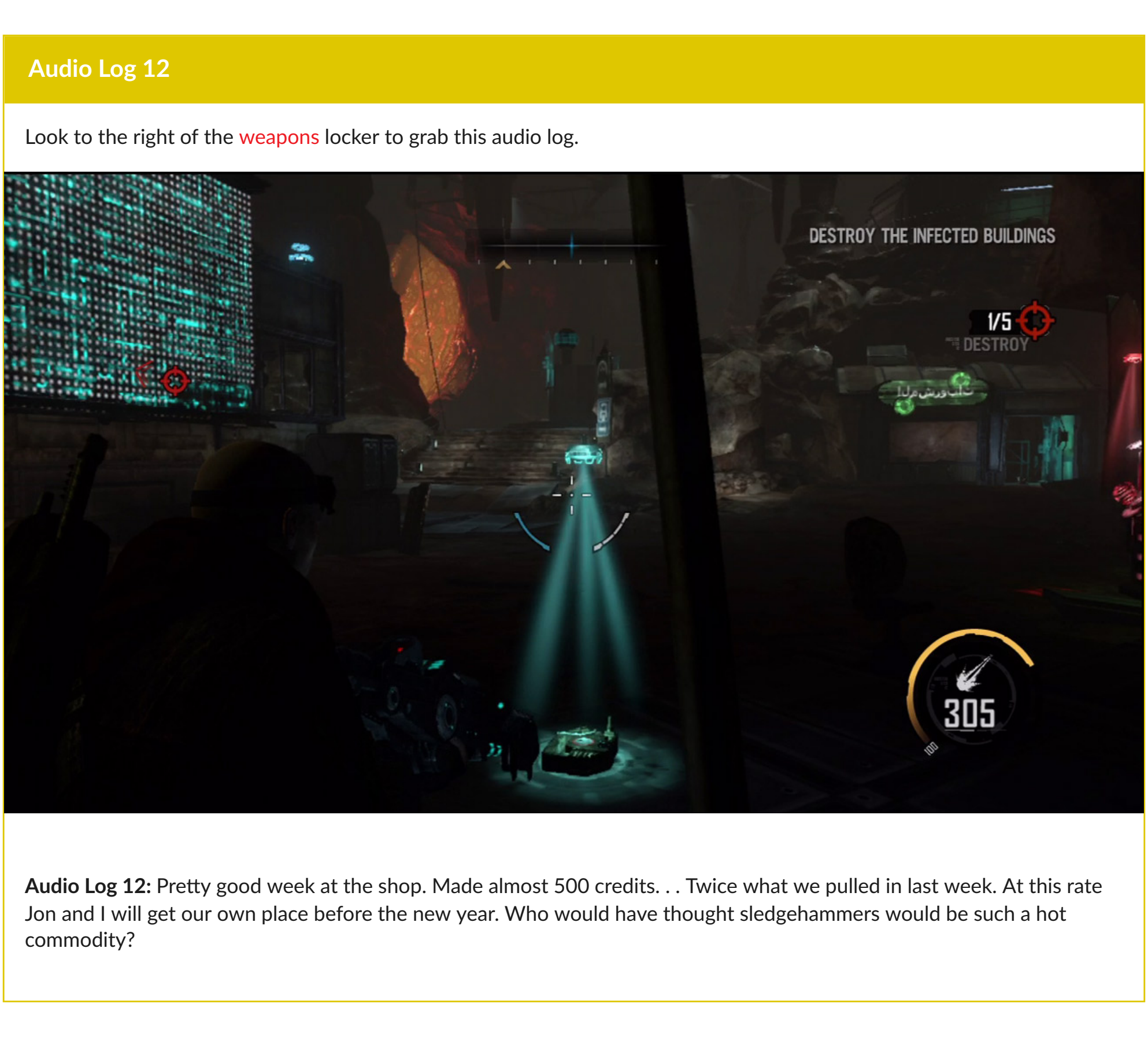
In the plaza ahead, take a moment to visit an upgrade station and weapons locker. Keep the Plasma Beam for now as well as the Assault and Nano Rifles. Consider supplementing these weapons with the Magnet Gun. There are no infected structures in this plaza, but there are lots of ammo and salvage pick-ups, so scour the monorail station and surrounding shops carefully. If you pass through the tunnel on the left, near the upgrade station, prepare to do battle with a berserker. But there's no need to traverse that tunnel now—it simply leads to another area you can access later.

Note

The infected buildings can be accessed and destroyed in any order. For the purpose of this walkthrough, we follow the path set by the GPS markers.

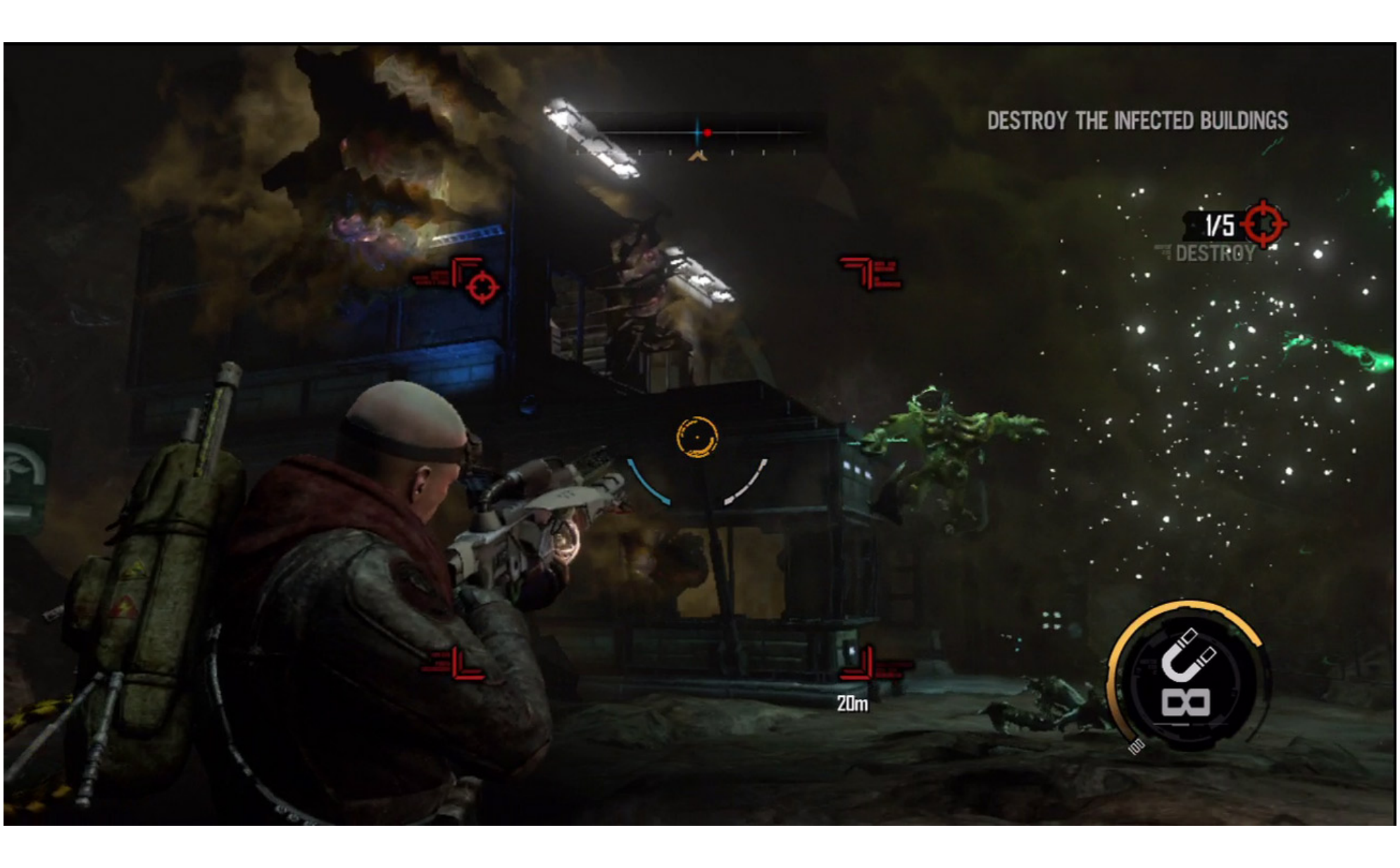
Audio Log 12

Look to the right of the weapons locker to grab this audio log.



Audio Log 12: Pretty good week at the shop. Made almost 500 credits. . . Twice what we pulled in last week. At this rate Jon and I will get our own place before the new year. Who would have thought sledgehammers would be such a hot commodity?

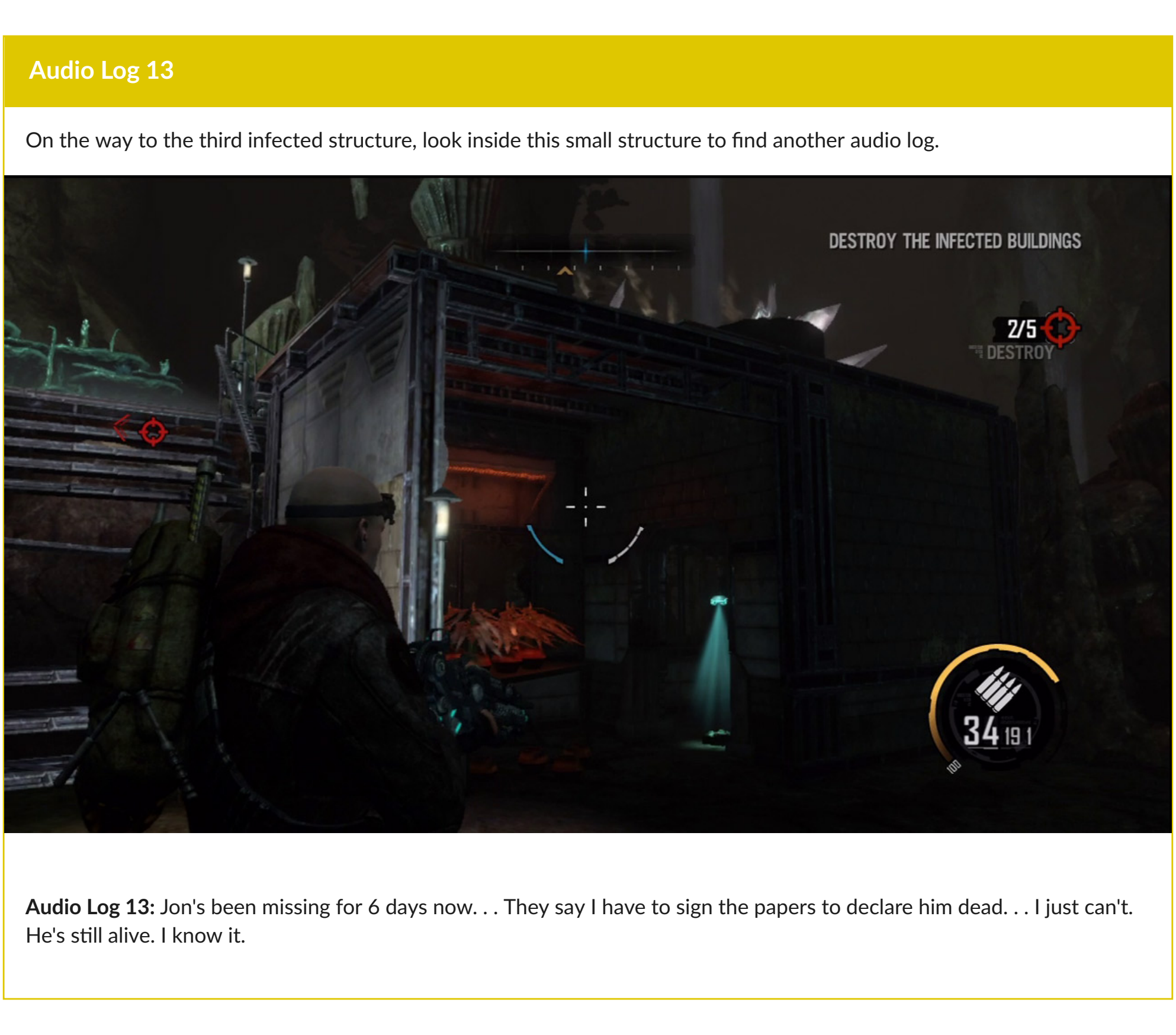
Infected Building 2



On the way to the second infected building you come under attack from more ravagers. Blast the ravagers as you advance, but watch out for a nearby berserker too. If you brought along the Magnet Gun, attach a magnet to the berserker and then attach an anchor to the infected building. Keep slamming the berserker around the cavern until it explodes. Using the berserker as a wrecking ball is a great way to eliminate the infected structure. If the building is still standing once the berserker is dead, finish it off with the Magnet Gun or the Plasma Beam. Gather all the ammo and salvage left behind and then follow the GPS markers down the next tunnel.

Audio Log 13

On the way to the third infected structure, look inside this small structure to find another audio log.



Audio Log 13: Jon's been missing for 6 days now. . . They say I have to sign the papers to declare him dead. . . I just can't. He's still alive. I know it.

Infected Building 3

DESTROY THE INFECTED BUILDINGS
2/5
DESTROY
21 191

Repair the damaged stairs leading up to the next infected building, but prepare yourself for an attack by several creepers and a wraith. As soon as the wraith attacks, deploy a Shell and return fire. The Nano Rifle is the most effective way to take out the wraith. While within the Shell, locate the wraith and land some quick shots before the creature disappears. If the wraith materializes at close range, don't bother shooting it. Instead, attack with melee strikes, as these inflict heavy damage. With the wraith out of the way, focus on eliminating the pesky creepers while climbing the path to the next infected building.

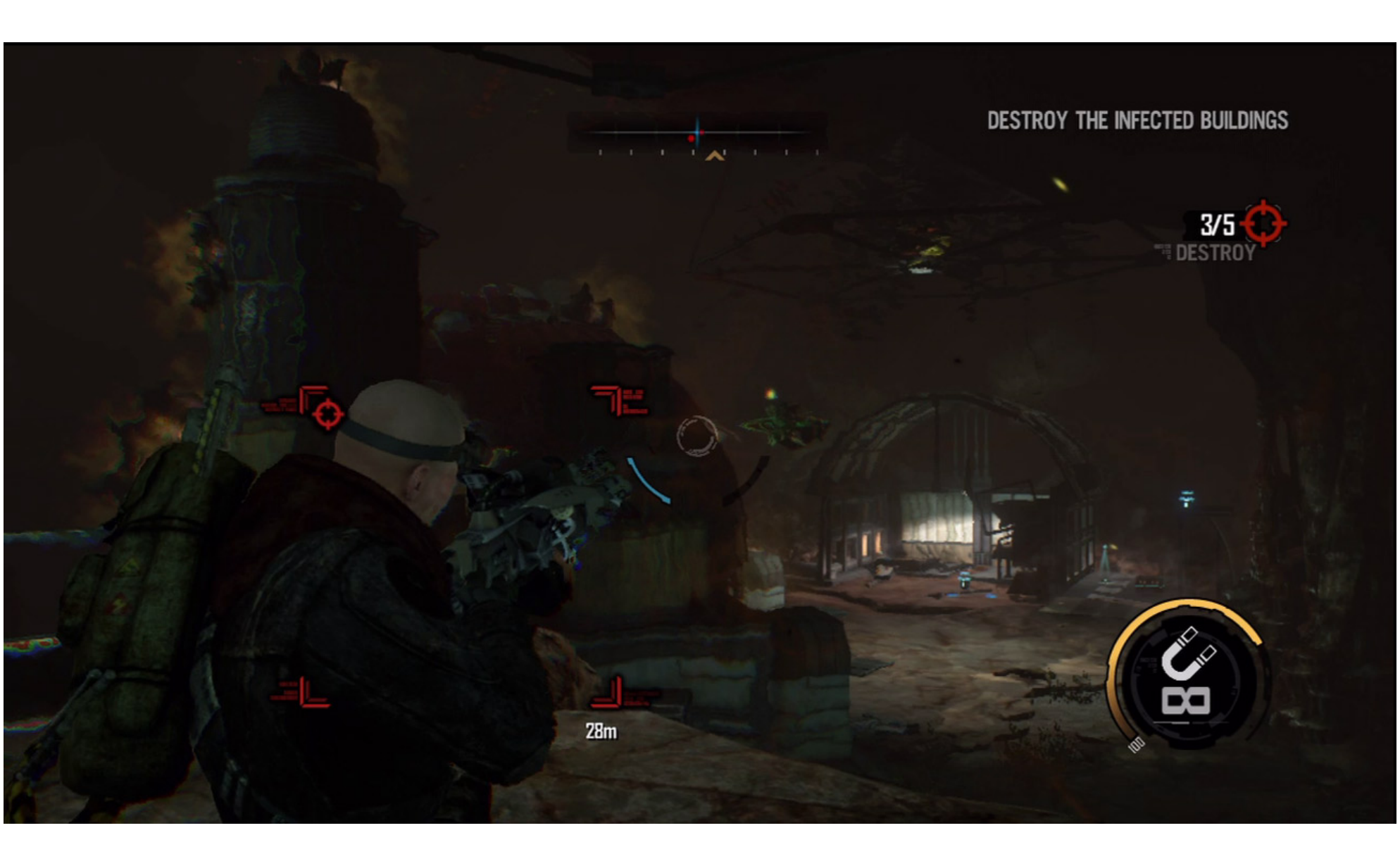
DESTROY THE INFECTED BUILDINGS
2/5
DESTROY
18m
15 191

Once the area is clear, proceed to the third infected building, tucked away in a dead-end corner of this cavern. Before opening fire with the Plasma Beam or Magnet Gun, take aim at the red barrels positioned along the structure's outer walls. Some of these barrels are outside, but most are within the structure. Exploding these barrels inflicts heavy damage on the outer walls, allowing you to topple the building with minimal effort—a couple of well-placed shots with the Magnet Gun should be sufficient. After the building falls, an outraged colonist can be heard over the PA system, blaming the alien attacks on Red Faction.

DESTROY THE INFECTED BUILDINGS
3/5
DESTROY
0 1 0 14

Gather the salvage from the debris of the third infected structure, then turn back the way you came. On the way back, a monolith sprouts from the ground on the cavern's lower level and several creepers materialize. Take aim at the monolith and destroy it as quickly as possible—the Plasma Beam or Nano Rifle are very effective. With the monolith destroyed, mop up the creepers with your Assault Rifle or melee strikes. Once the area is clear, backtrack to the cavern where you destroyed the second infected building. If you missed Audio Log 13 earlier, be sure to grab it now.

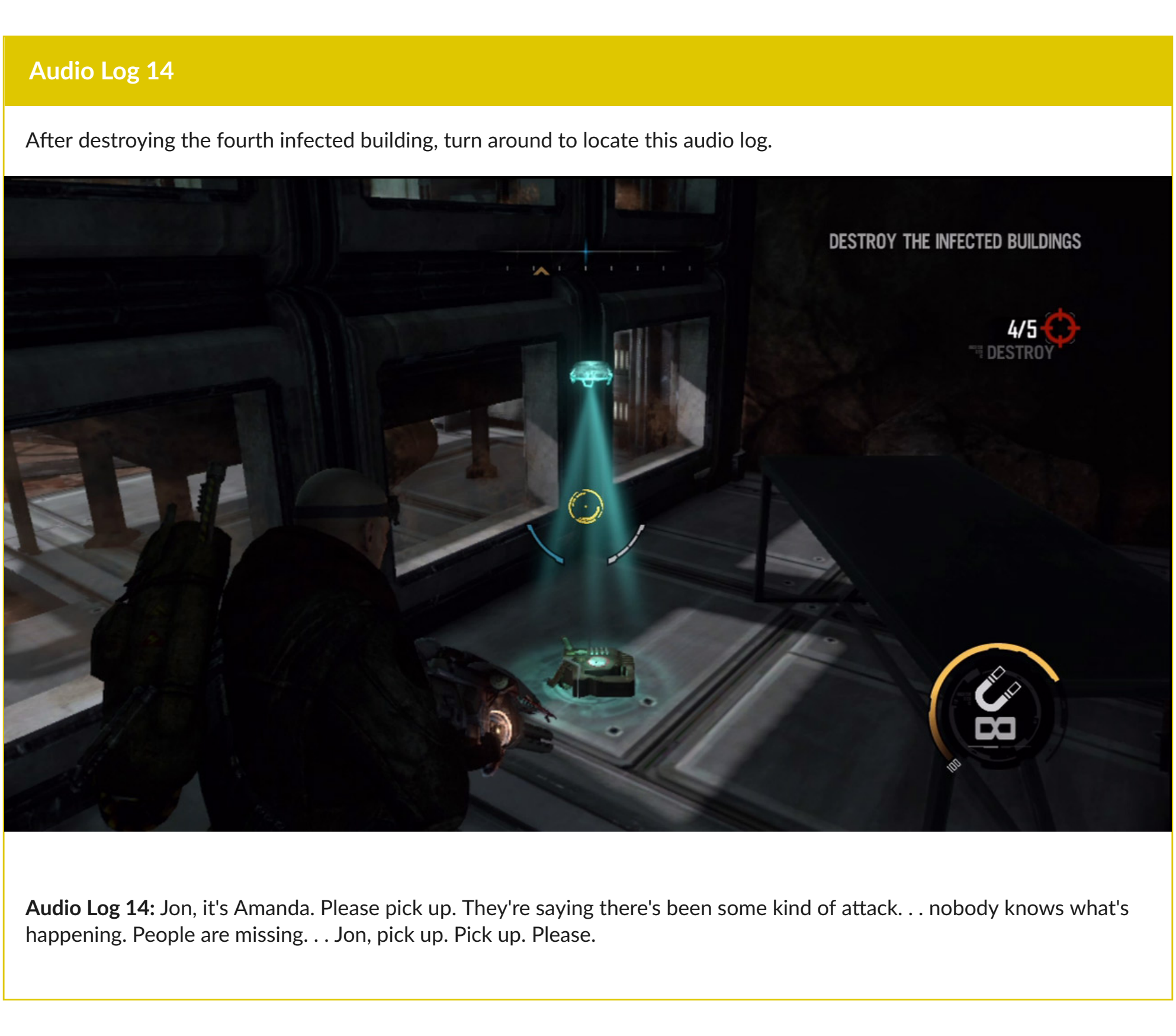
Infected Building 4



The GPS markers lead you directly to the next infected structure. As you draw close, two berserkers appear to defend the building. Use your Magnet Gun to toss these berserkers around the cave, smashing them into each other or against the infected building. Both creatures are volatile when their health is low, so use their final explosions to damage the building. Tossing around these berserkers with the Magnet Gun prevents them from going on the offensive. Don't let them recover and get back to their feet. As soon as they land, target them again and send them flying through the air. Once both berserkers are eliminated, attack the infected building until it topples. Once again, a colonist can be heard ranting over the PA system, accusing Darius of being responsible for the destruction of the Terraformer as well as this alien outbreak.

Audio Log 14

After destroying the fourth infected building, turn around to locate this audio log.



Audio Log 14: Jon, it's Amanda. Please pick up. They're saying there's been some kind of attack. . . nobody knows what's happening. People are missing. . . Jon, pick up. Pick up. Please.

Infected Building 5

DESTROY THE INFECTED BUILDINGS
4/5
DESTROY
26m
478

Continue following the GPS markers to the fifth and final infected building. There are three pods next to this building, so target these alien cocoons before they can spawn multiple creepers. Once you've cleared out the pods and creepers, start demolishing the infected building. There's no easy way to break apart this structure, so rely on your weapons. If you have plenty of ammo, break out the Plasma Beam and slice away at the building's outer walls and vertical supports. Slowly rake the Plasma Beam across the structure a few times until it comes toppling down.

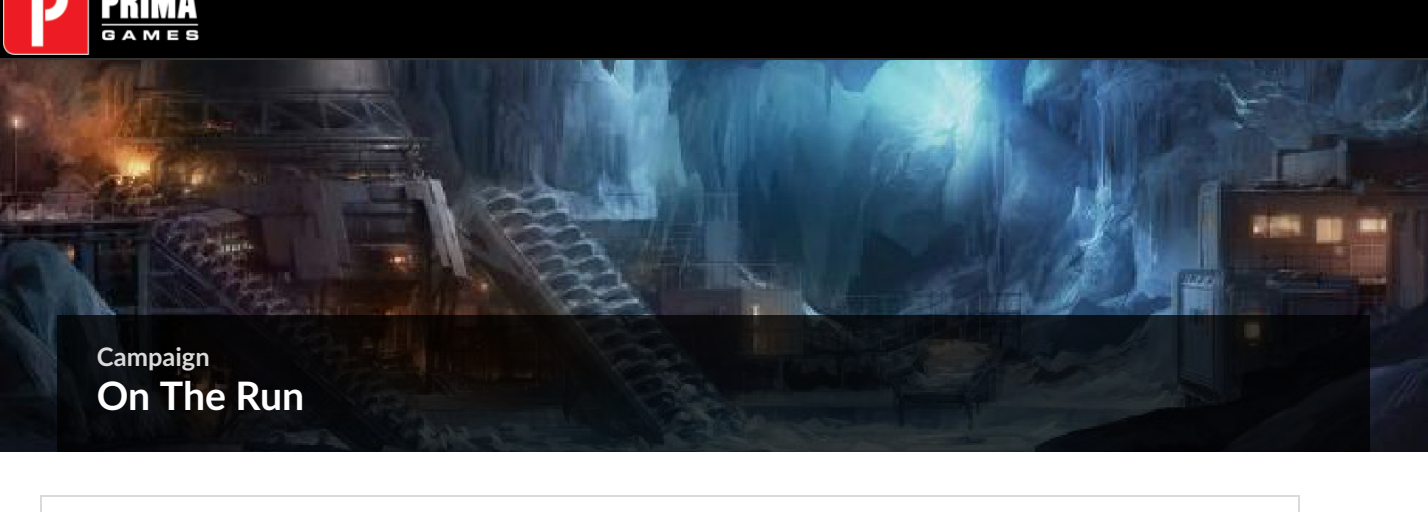
New Objective: Get to Bastion

BASTION
GET TO BASTION

As you gather the salvage from the debris, another PA announcement is heard. This time the outraged colonist suggests seeking revenge against Darius. Darius decides it's time to put an end to this witch hunt. Once you've gathered all the salvage and debris from this area, visit the nearby upgrade station to make any necessary purchases before returning to Bastion. Approach the Bastion doorway and press the button shown on screen to complete the level.

Money Well Spent

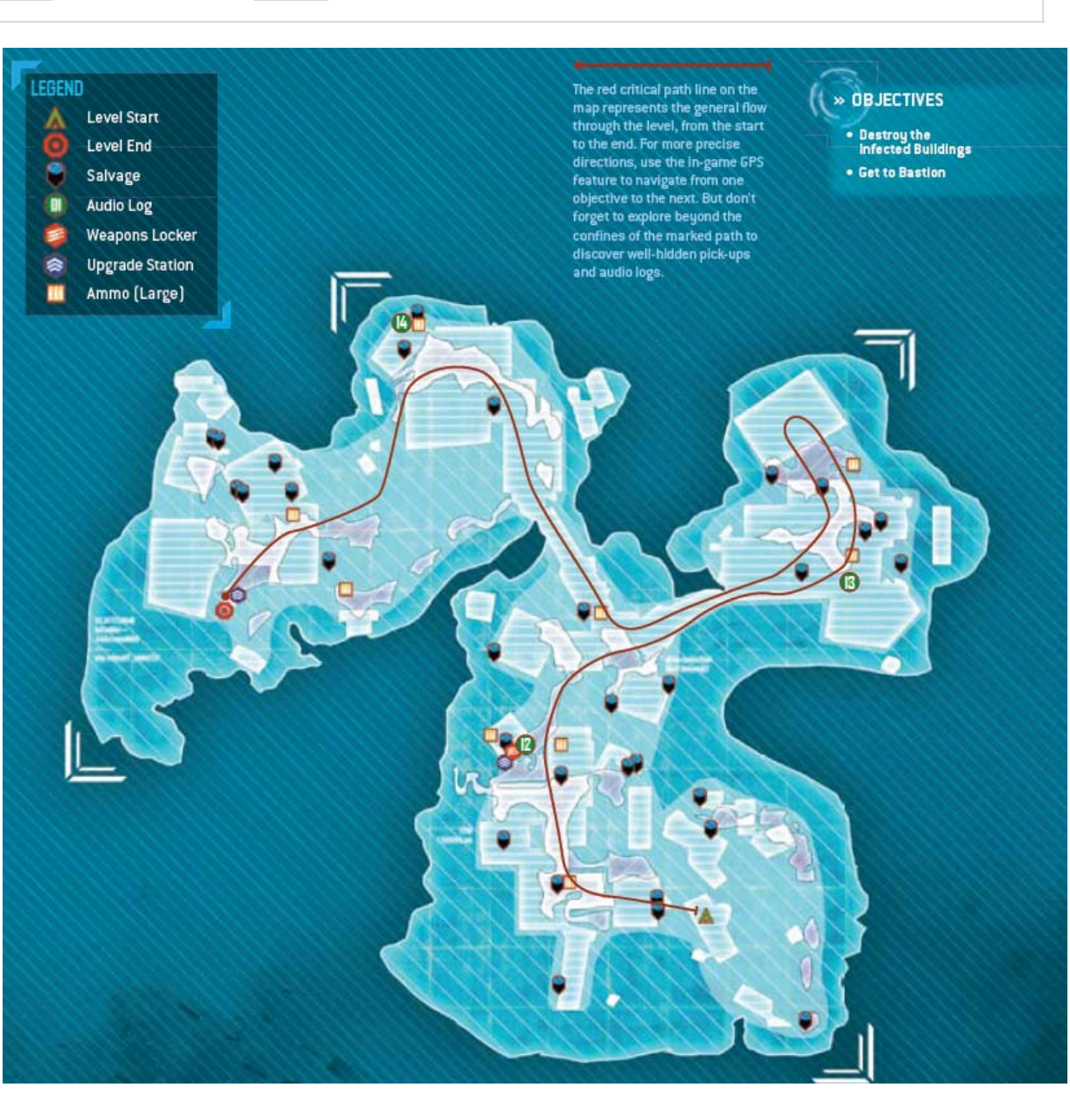
By now you should have enough salvage to purchase all the tier 1 upgrades, if you haven't already. To earn this achievement/trophy you must buy all upgrades within a tier. Buying all six tier 1 upgrades is the cheapest way to earn this achievement/trophy, costing only 6,000 salvage total.



Campaign

On The Run

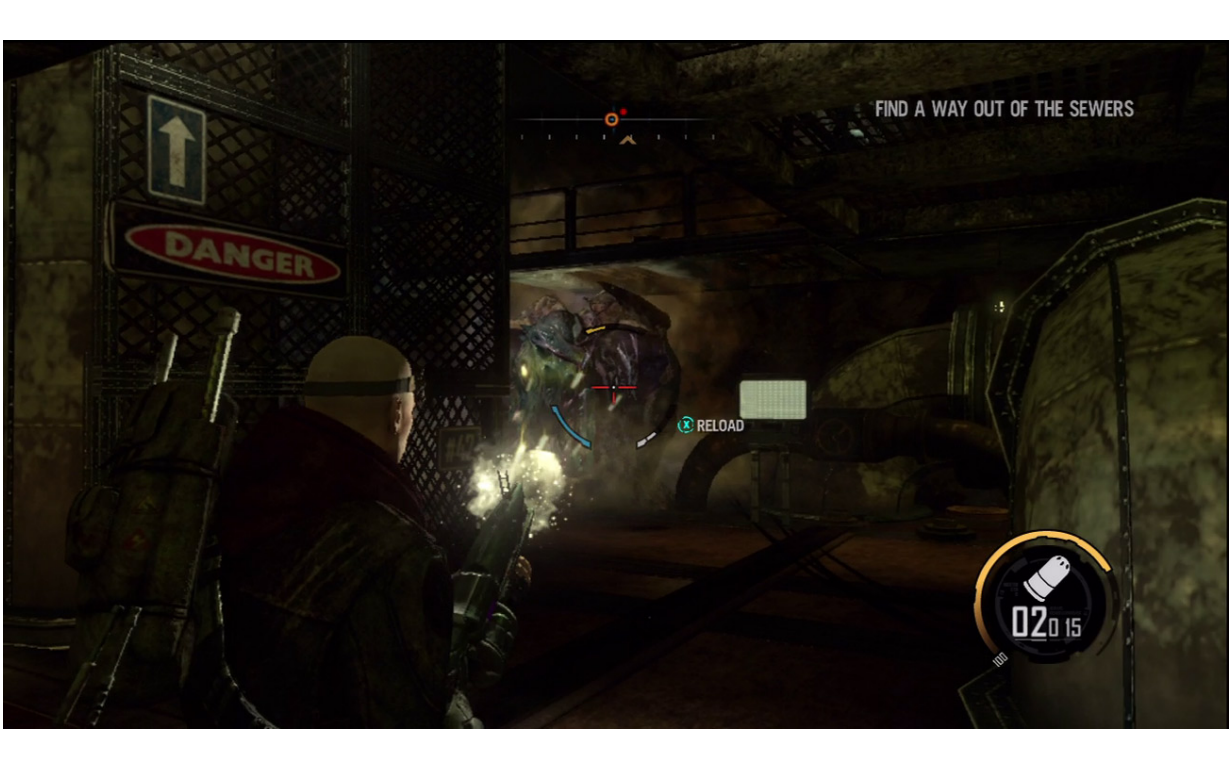
Icon	Name	Description	Gamescore	Trophy
	Survival of the Fittest	Make it to the surface	15	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
» OBJECTIVES
• Destroy the Infected Buildings
• Get to Bastion
12
13
14

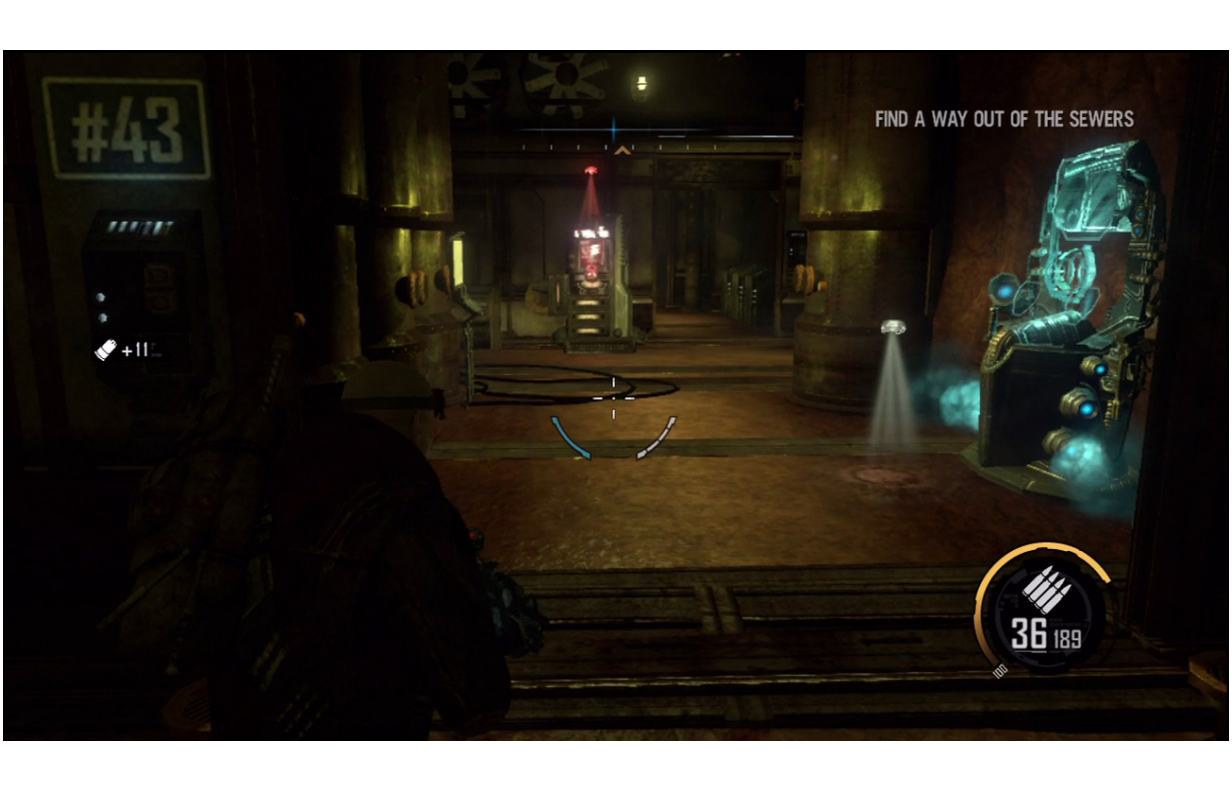
Upon returning to Bastion, Darius is confronted by an angry group of colonists. Most of them already blame Darius for failing to stop Hale's forces at the Terraformer. They've now linked him to the drilling job at the temple, where the alien creatures emerged. Darius tries to calm the crowd, telling them it was an accident. But his apologies aren't enough—the colonists want to make him pay. When one of the colonists pulls a gun, Darius has no choice but to run. He dashes through the crowds and makeshift structures, eventually ducking through an open hatch in the floor of a tunnel.

Waste Processing Center

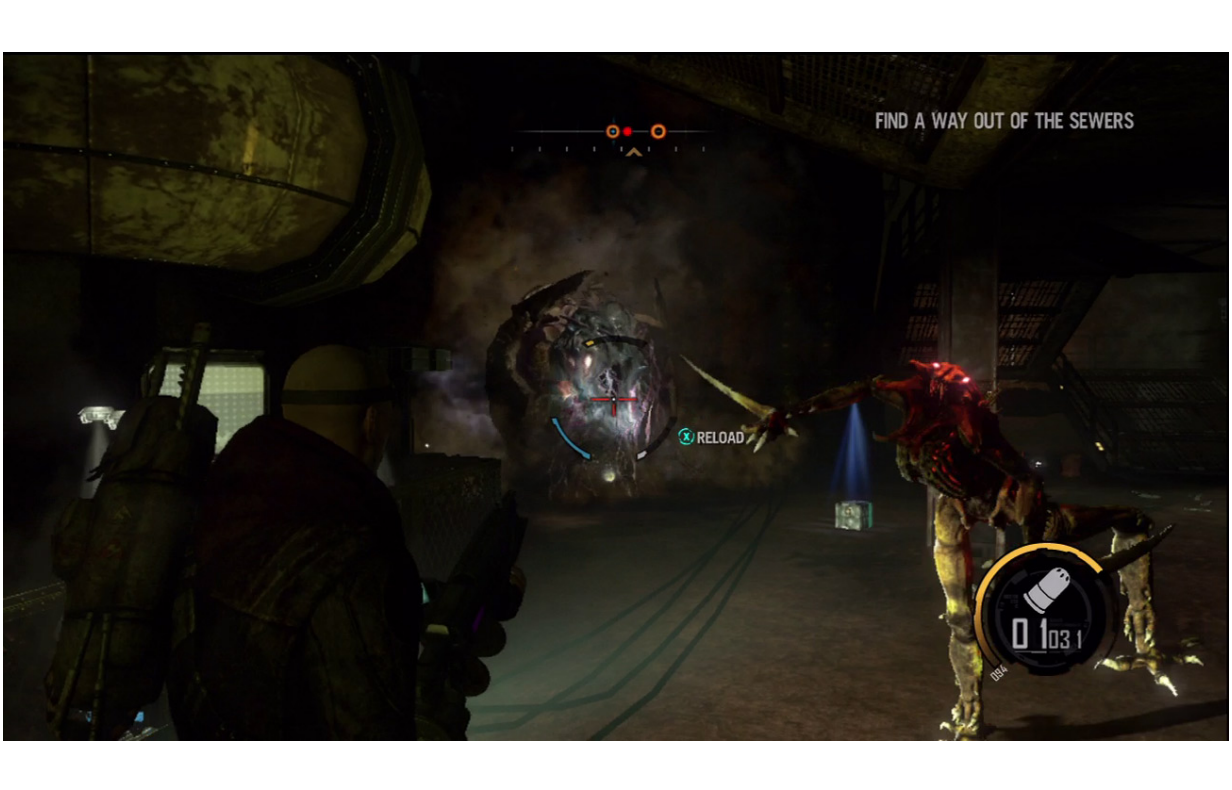
New Objective: Find a Way Out of the Sewers



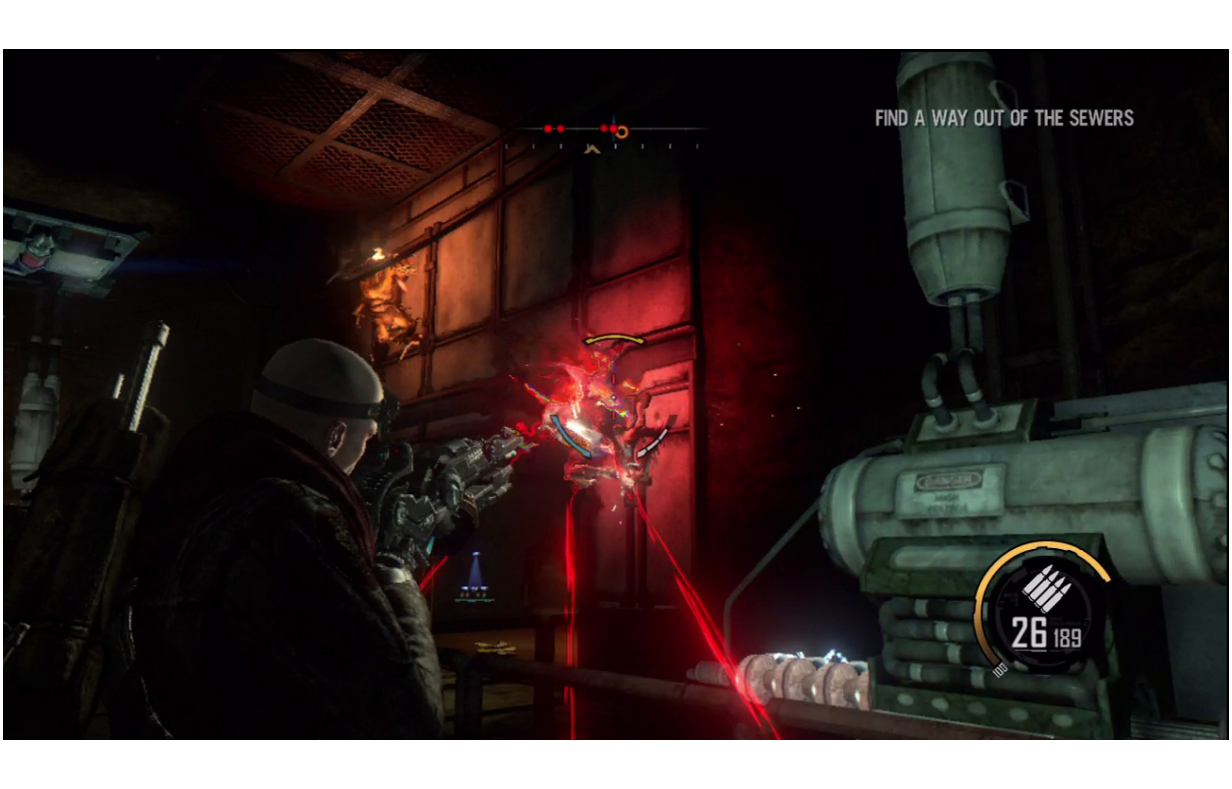
Darius lands in a smelly tunnel below Bastion. S.A.M. reports that this is the waste processing center. Advance to the end of the tunnel and pick up the Pulse Grenade on the ground. This weapon is a grenade launcher-like weapon firing explosive rounds that attack organic material while minimizing damage to structures—great for killing aliens! Add the weapon to your inventory and continue along the path. S.A.M. warns of hostile creatures ahead. Cross the catwalk and climb the ladder to enter a structure containing a pod and several ravagers. Equip your new Pulse Grenade weapon and blast the pod. Notice how the explosive rounds damage the pod but not the surrounding structural elements.



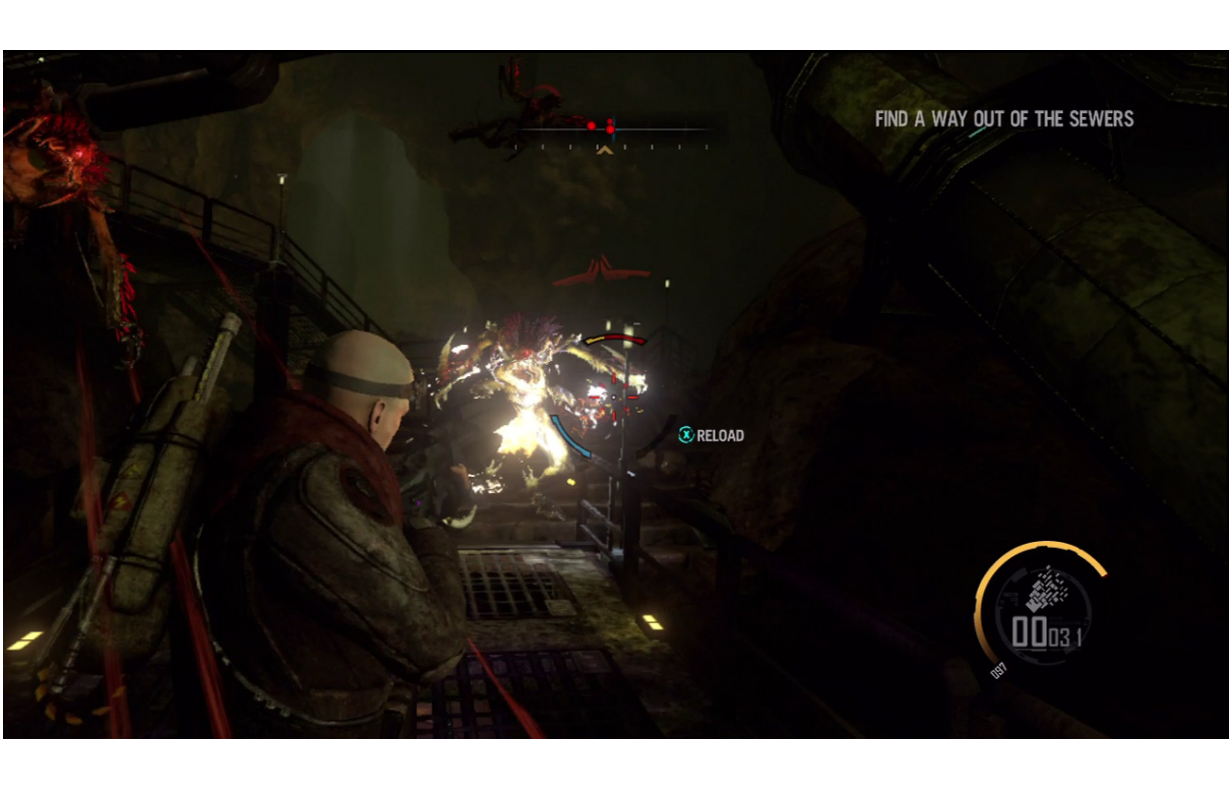
After eliminating the pod and the ravagers, follow the GPS markers up the nearby ramp and proceed to the neighboring structure, which contains an upgrade station and weapons locker. Take a moment to spend some salvage and adjust your weapons loadout. While the Pulse Grenade is nice, it isn't the most effective weapon available. Consider swapping it out for something with a bit more power, like the Rocket Launcher or Plasma Cannon. Also, be sure to bring along the Magnet Gun, Assault Rifle, and Nano Rifle.



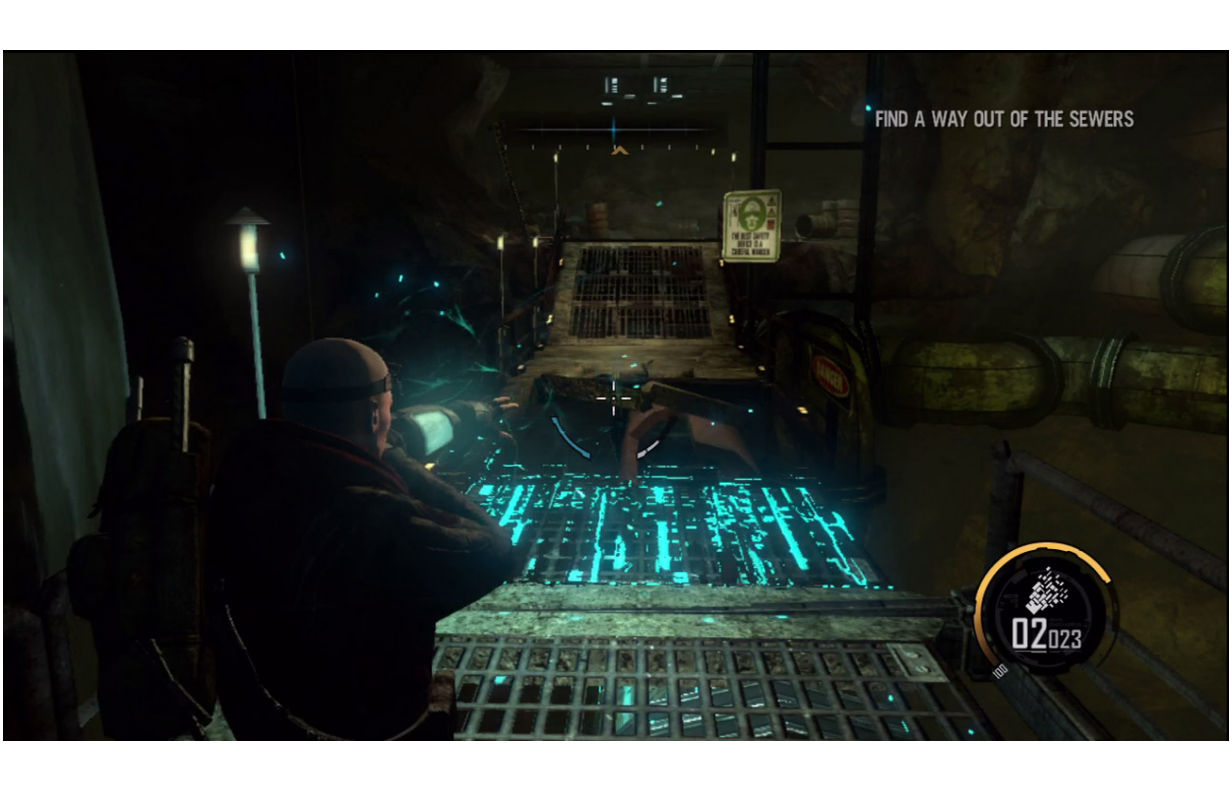
Beyond the weapons station, you come under attack by several creepers spawned from two pods in the nearby generator room. Fight your way past the creepers and then take out the two pods with the weapon of your choice. Eliminate any straggling creepers, then climb the ramp to the upper level.



During the advance, you come under attack by ravagers and a wraith. Immediately focus your fire on the wraith and deploy a Shell if necessary to avoid incoming projectile attacks. Another pod can be found in the structure at the top of the catwalk system. Use your compass to zero-in on its location. Eliminate the wraith, destroy the pod, and mop up any surviving ravagers. When the area is clear, follow the GPS markers out into the next cavern.



As you step into the cavern, McMahon, one of the angry colonists, warns Darius that he's surrounded and not getting out alive. The angry colonists are the least of your concerns now, however. Several ravagers materialize on the walls ahead. Quickly engage these aliens with your Nano Rifle. Check your GPS coordinates and keep pressing forward while engaging more ravagers along the way. Pay no attention to the distant voices of the colonists chasing you—they pose no threat. Don't worry about racing ahead—eliminate each batch of ravagers as it appears. If you run, the ravagers simply give chase and gang up on you.

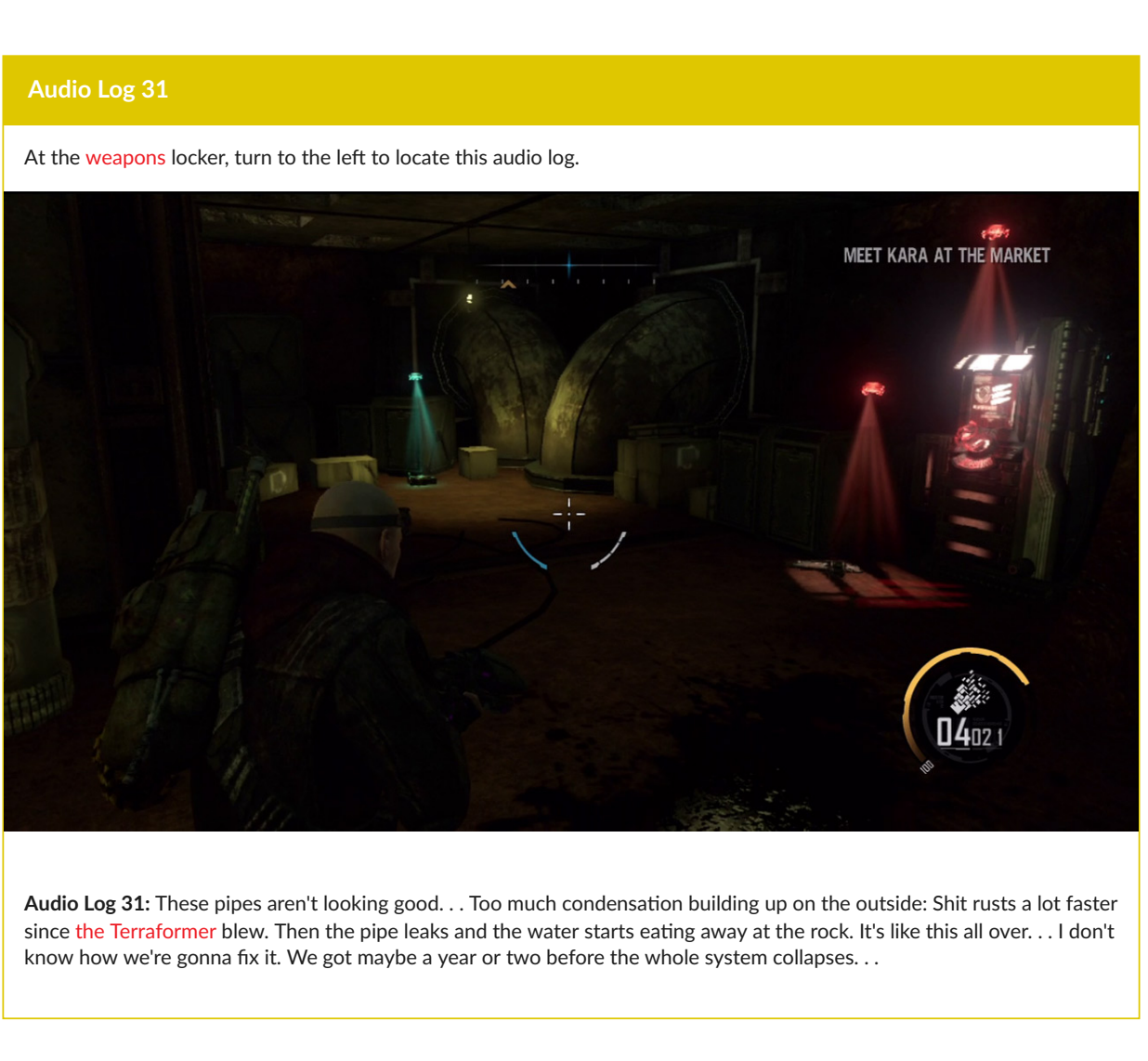


Climb through the structure ahead as indicated by the GPS markers. The colonists try to prevent your escape by blowing up the catwalk ahead. No problem—just repair it as you cross to the other side. As you enter the next tunnel, Kara checks in over the comm system. She says she's near the market and urges Darius to hurry—it won't be safe for long. Keep pushing ahead until you come to a weapons locker. Feel free to swap out your weapons, but keep the Nano Rifle for now.

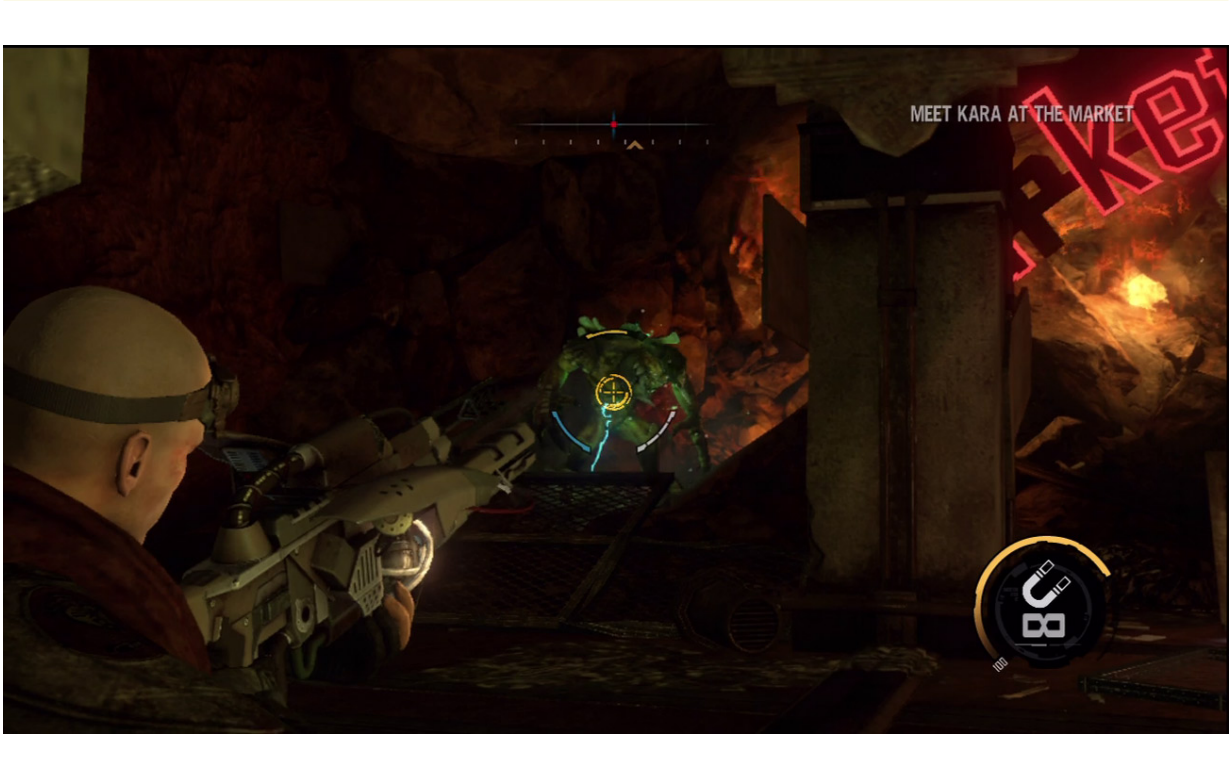
New Objective: Meet Kara at the Market

Audio Log 31

At the weapons locker, turn to the left to locate this audio log.

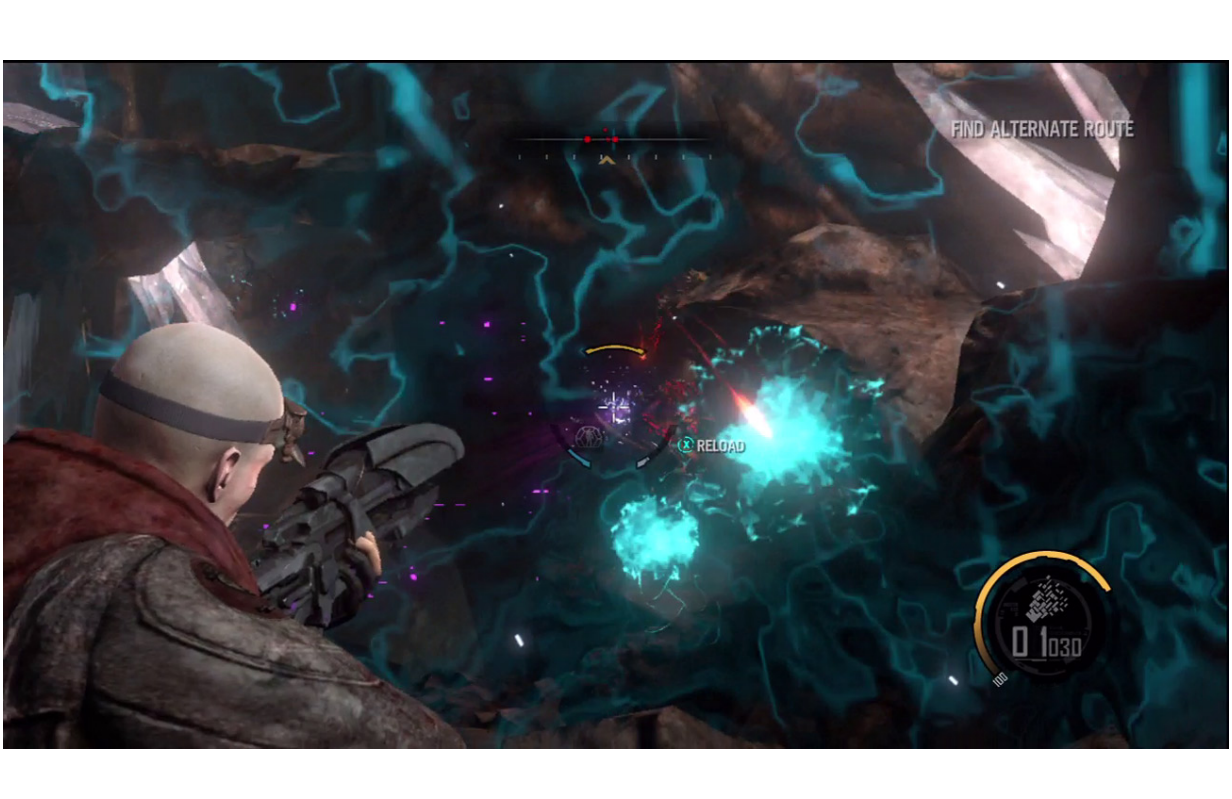


Audio Log 31: These pipes aren't looking good. . . Too much condensation building up on the outside: Shit rusts a lot faster since the Terraformer blew. Then the pipe leaks and the water starts eating away at the rock. It's like this all over. . . I don't know how we're gonna fix it. We got maybe a year or two before the whole system collapses. . .

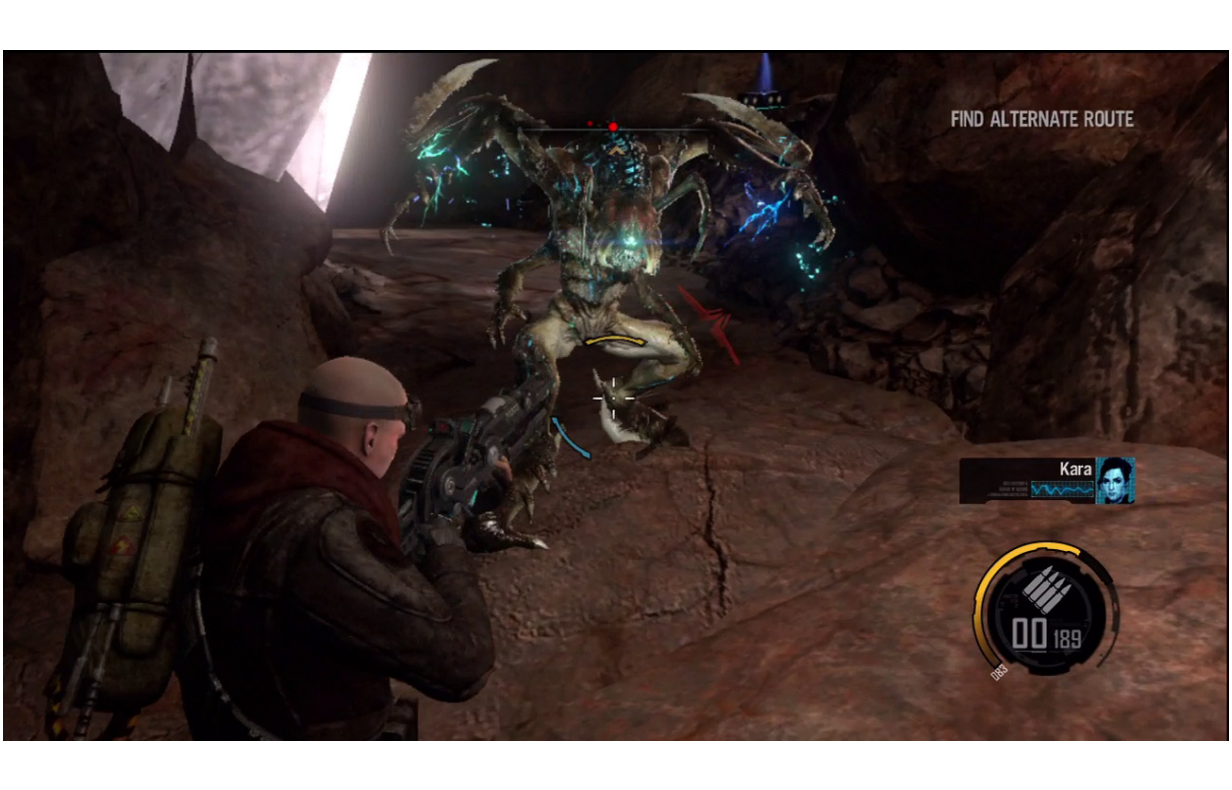


The entrance to the market has caved in. While S.A.M. finds another path, busy yourself by eliminating a pod, some ravagers, and a berserker. Destroy the pod first, then mop up any ravagers. Next, focus on the berserker. Instead of wasting your ammo, use the Magnet Gun to throw the berserker around this chamber, smashing it into walls, pillars, and even the neon market sign above the caved-in entrance.

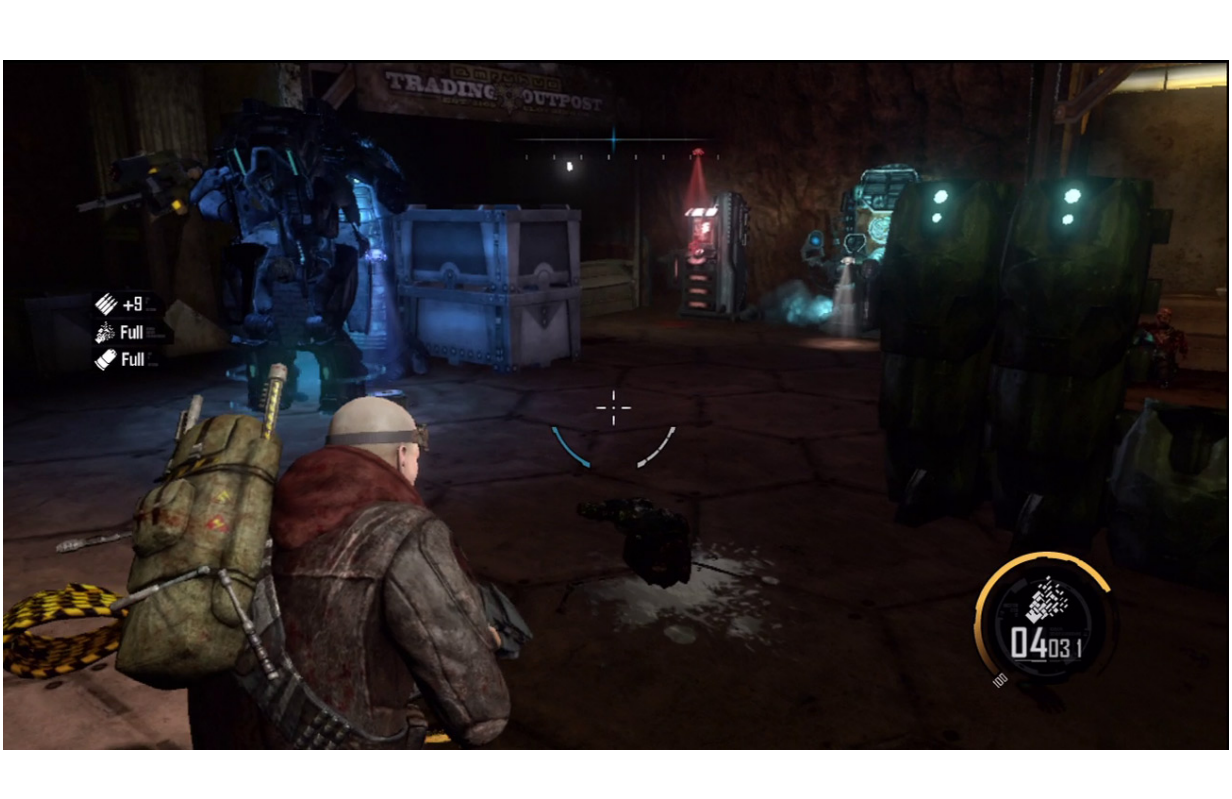
New Objective: Find Alternate Route



Advance through the next passage, repairing the floor as you go. As you drop down to the ground, a cutscene is triggered that shows one of the colonists confronting Darius. The colonist is soon charged by a berserker and disappears in a blinding explosion. Following the cutscene stay on your toes and engage a large group of ravagers. Deploy a Shell to protect yourself from incoming fire, then open up with the Nano Rifle, picking off one ravager at a time. .



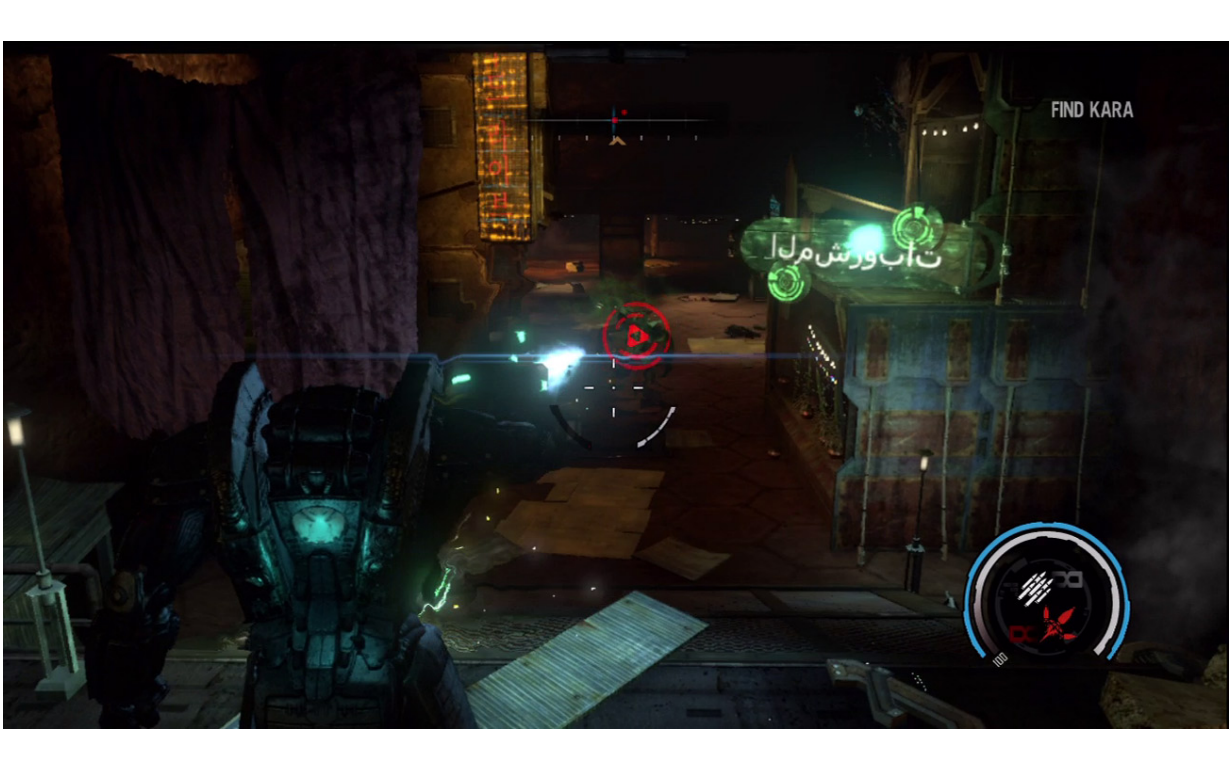
Continue advancing through the cavern as ravagers and creepers spawn around you. Kara tries to get in touch, but S.A.M. reports that the crystals in the cavern walls are interfering with communications, causing Kara's transmission to sound garbled



At the end of the cavern's path, drop down into a trading post area that is equipped with an upgrade station, weapons locker, and a LEO Exo suit. For the next phase you can rely solely on the Exo suit's machine guns and rockets. However, in the event that the suit is destroyed, make sure you have plenty of armament to defend yourself. Choose your weapons carefully from the weapons locker. Also consider spending any salvage on upgrades before stepping into the Exo suit.

Market

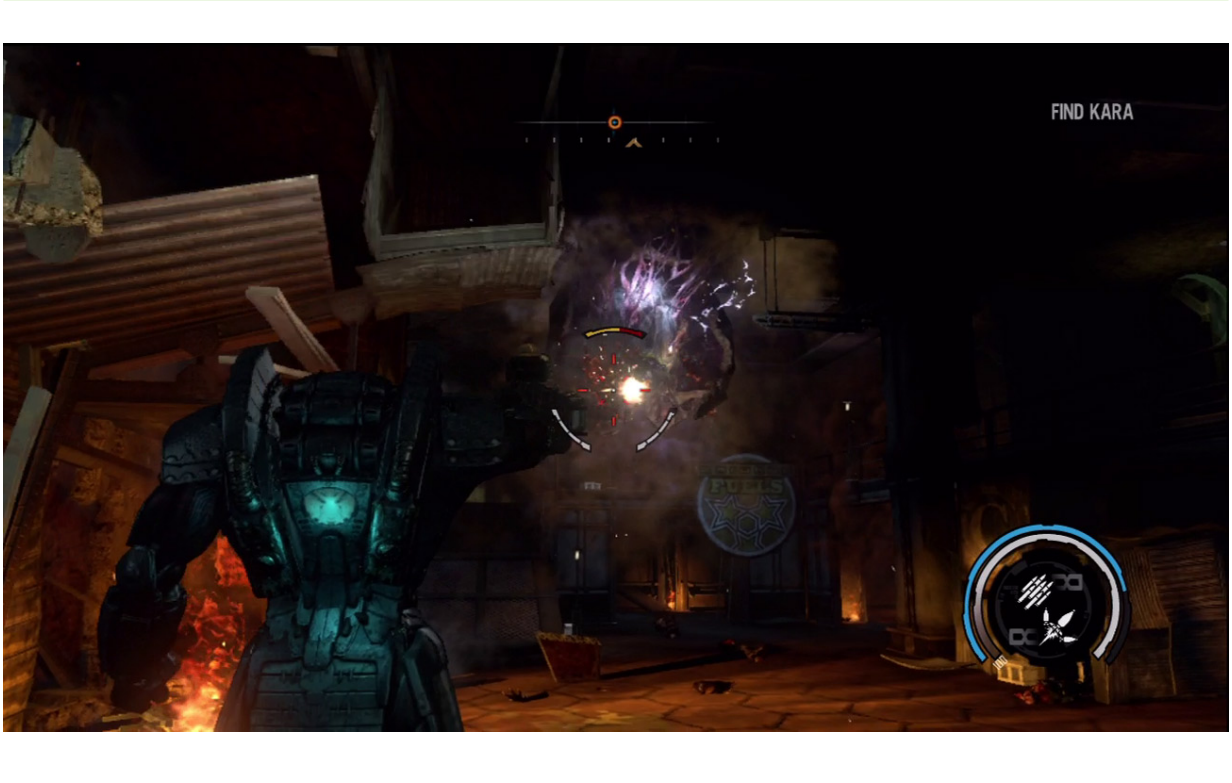
New Objective: Find Kara



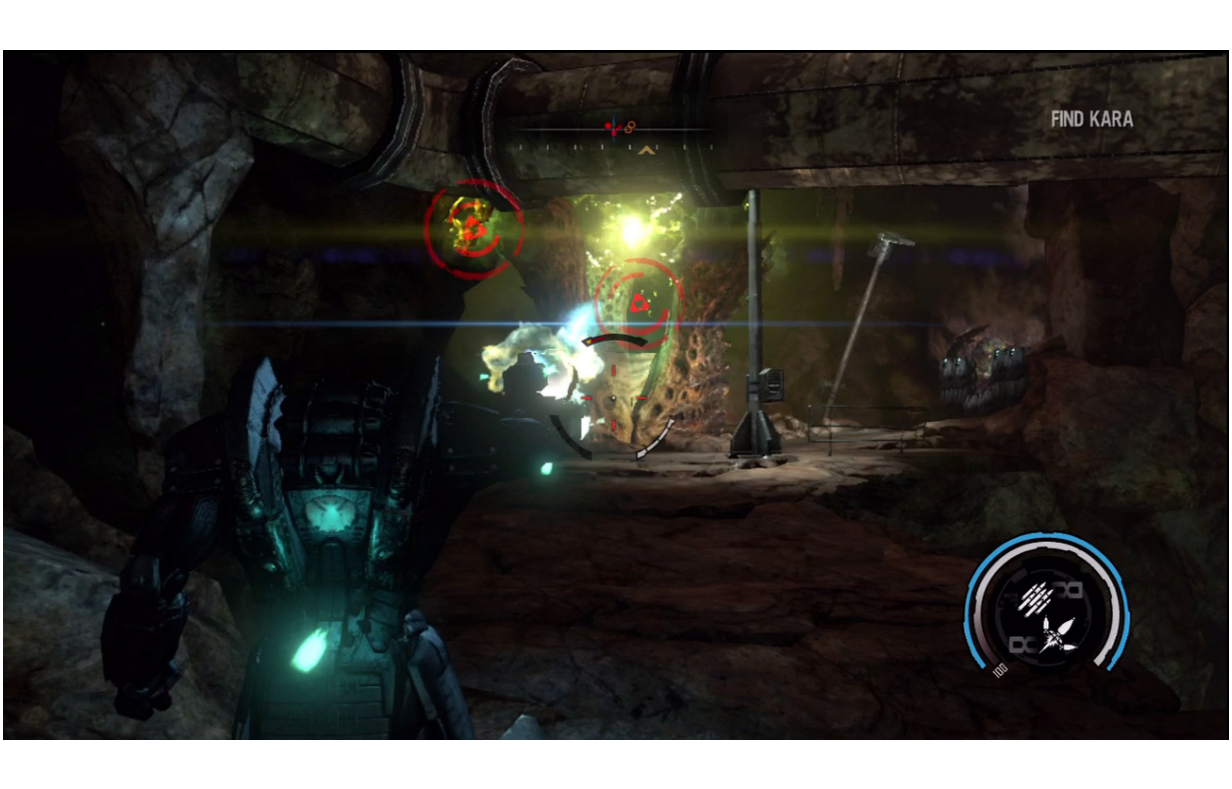
Once in the Exo suit, fire a few rockets at the debris ahead to clear a path into the market. The market is cramped, filled with abandoned shops and stalls. There isn't much room to maneuver, so rely on your firepower to quickly dispatch enemies. Early on you encounter a berserker. Engage the berserker with rockets and machine gun fire until it explodes. The berserker is backed up by several ravagers. Use your compass to locate and hunt down these enemies as you continue your advance through the market.

Tip

Don't forget to check the stalls lining the path for ammo and salvage pick-ups. Use melee strikes or shoulder bashes to clear away any obstructions.

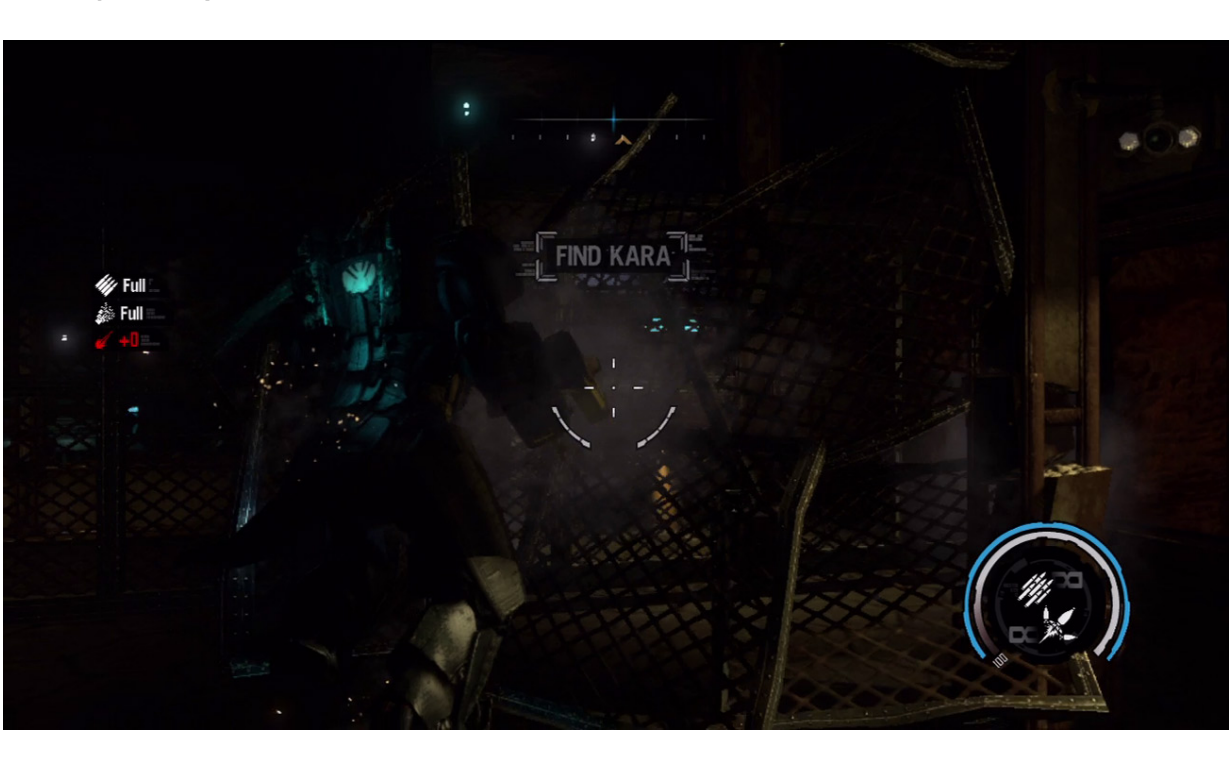


Deeper into the market you encounter more ravagers, creepers, and pods. Blast your way past these enemies and make an effort to destroy the pods as fast as possible. But be on the watch for more berserkers. Despite the armor surrounding you, berserkers can still dish out some serious damage. As soon as you spot a berserker, nail it with rockets. Kara finally checks in and warns you to avoid the market at all costs, but it's a little too late for that now.



Beyond the market you enter another cavern only to be ambushed by more aliens, including a monolith. Blast the monolith with rockets and machine gun fire until it explodes. Next, target the pods in the area beyond the monolith. Burst open the pods and then mop up the ravagers and creepers clinging to the cavern walls. However, avoid performing shoulder bash attacks here as you might accidentally rush off the side of the path, forcing you to restart from the last save checkpoint.

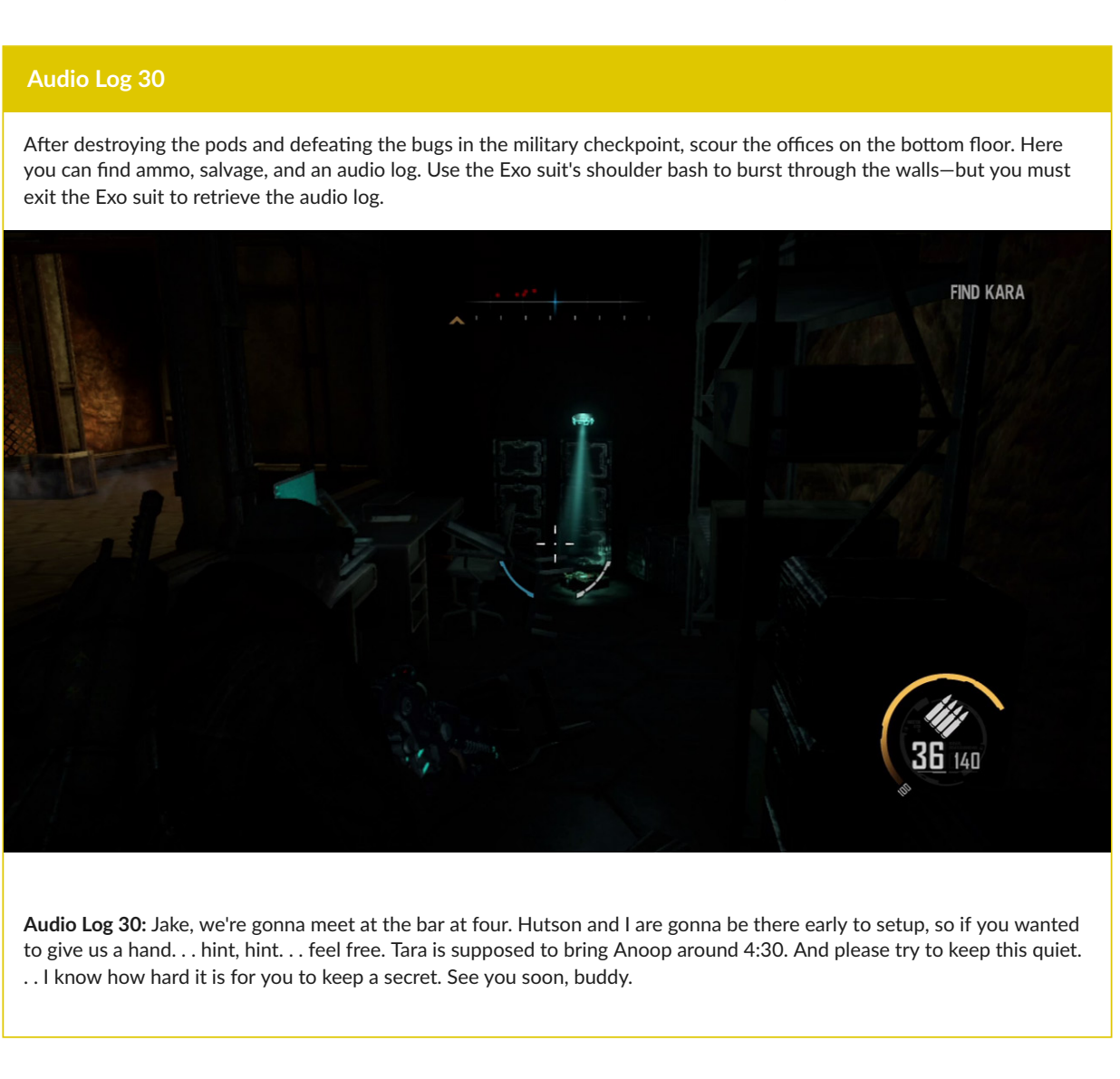
Military Checkpoint



When you come to the military checkpoint structure, step inside and charge through the fencing in your path. The Exo suit's shoulder bash is capable of breaking through these barriers as well as any creatures that get in your way. Take a moment to burst through the walls and barriers here to collect a few salvage containers. However, when you exit the small structure on the second floor, destroy the two pods near the doorway as well as any creepers scurrying nearby.

Audio Log 30

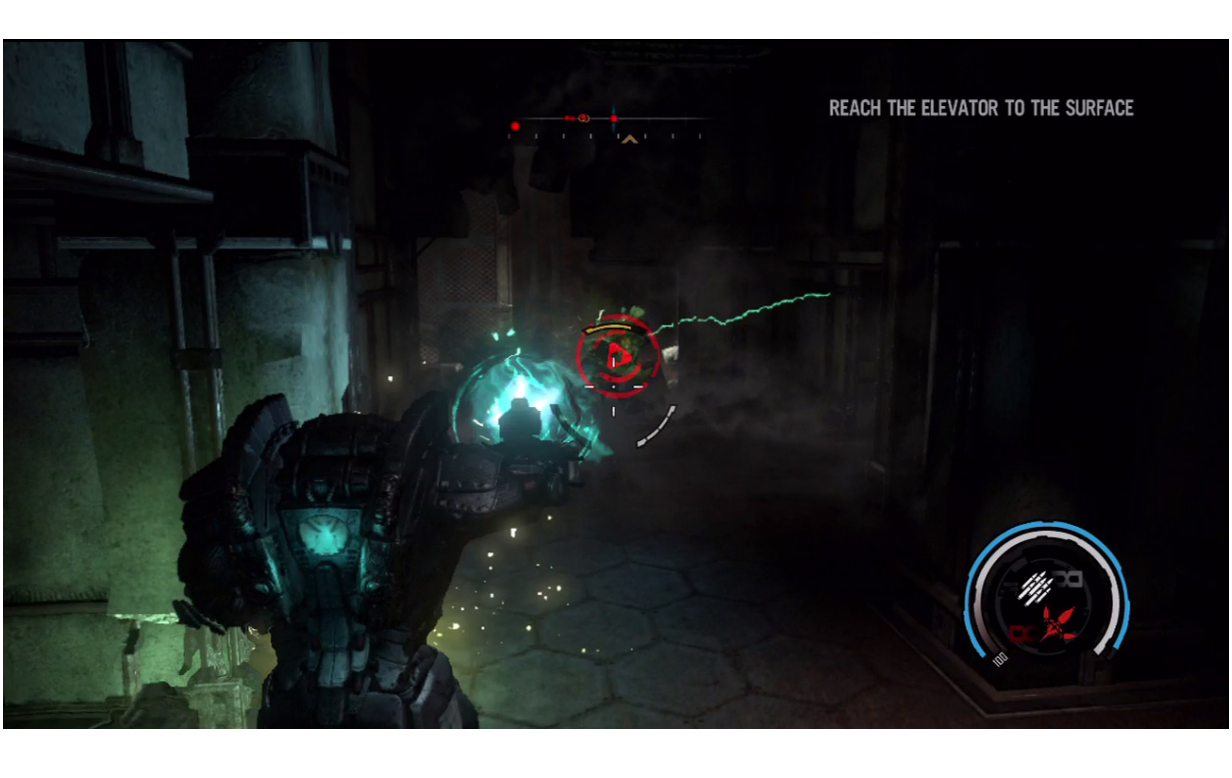
After destroying the pods and defeating the bugs in the military checkpoint, scour the offices on the bottom floor. Here you can find ammo, salvage, and an audio log. Use the Exo suit's shoulder bash to burst through the walls—but you must exit the Exo suit to retrieve the audio log.



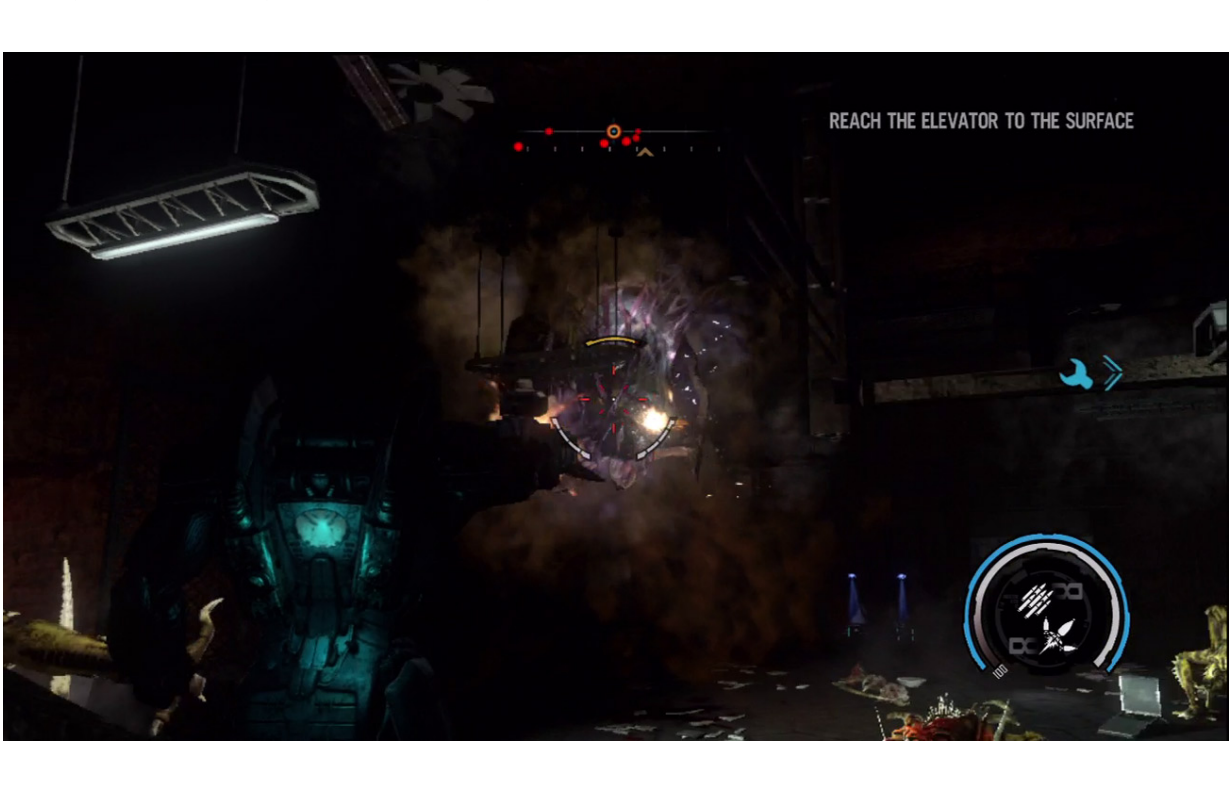
Audio Log 30: Jake, we're gonna meet at the bar at four. Hutson and I are gonna be there early to setup, so if you wanted to give us a hand. . . hint, hint. . . feel free. Tara is supposed to bring Anoop around 4:30. And please try to keep this quiet. . . I know how hard it is for you to keep a secret. See you soon, buddy.

Detention Facility

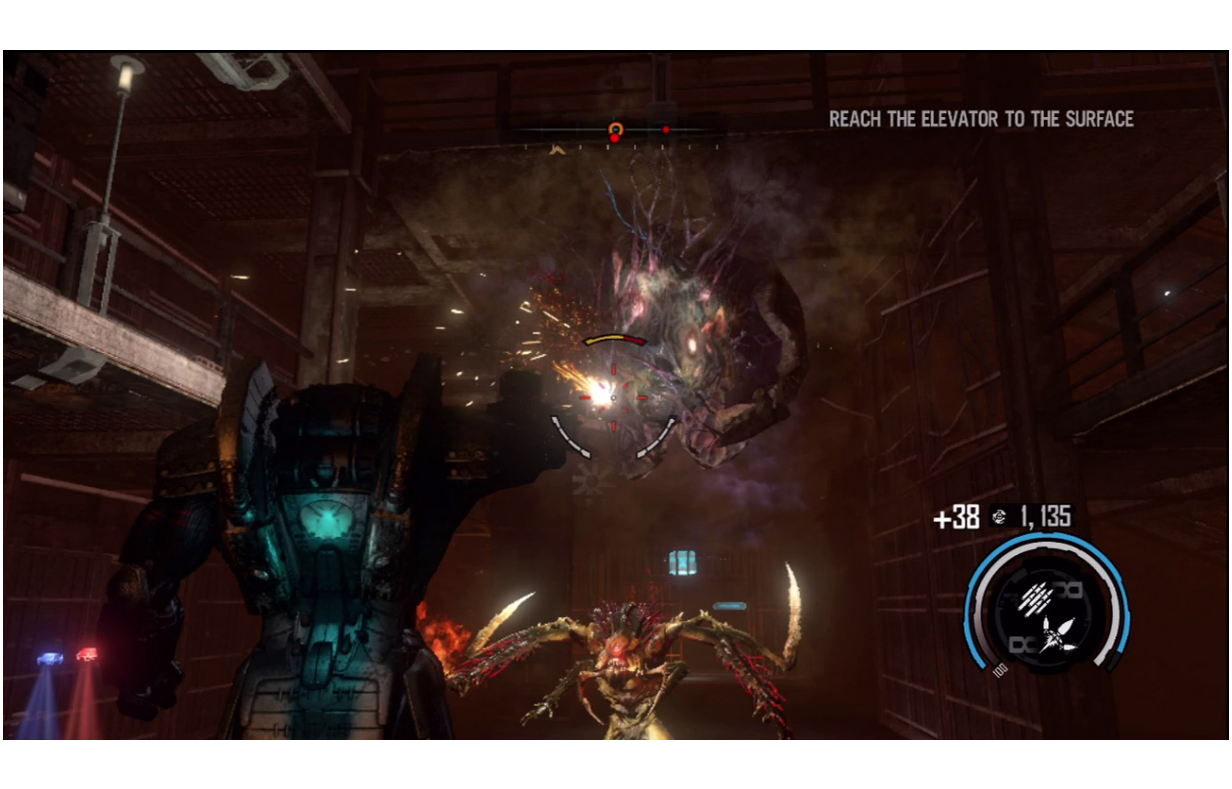
New Objective: Reach the Elevator to the Surface



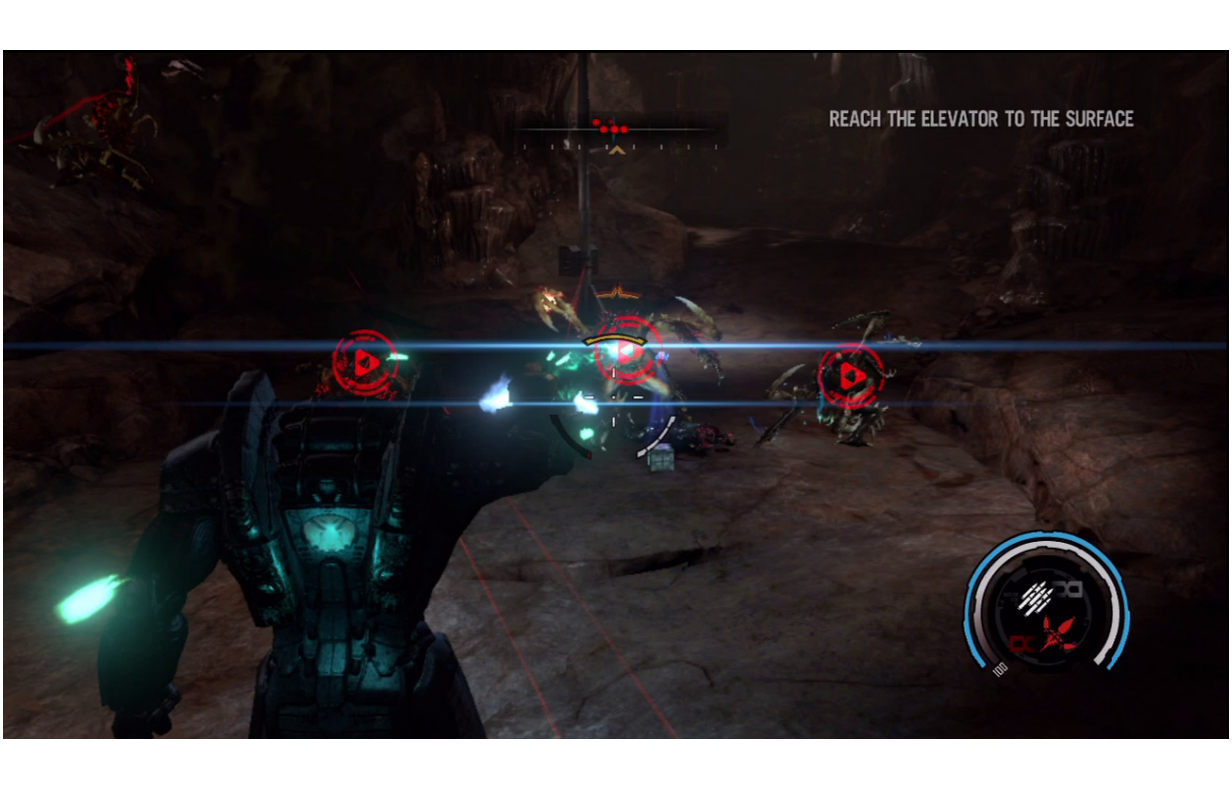
Beyond the military checkpoint, fight your way past more ravagers and then enter the detention facility. The detention facility is a cramped structure filled with narrow corridors as well as plenty of alien creatures and pods. As you fight your way through the enemies, Kara tells Darius to meet her at the elevator leading up to the surface. Despite the cramped surroundings, don't hesitate to charge through enemies and pods you encounter along the way. However, keep your distance from the berserkers roaming the corridors, using rockets and machine gun fire to take them out.



As you near the first structure's exit, you come under attack by multiple creepers and a wraith. Charge through the creepers and the wraith while blasting the pods attached to the wall. By charging you can squish multiple enemies per attack while staying on the move. Study the compass to hunt down each enemy before making your way through the exit.

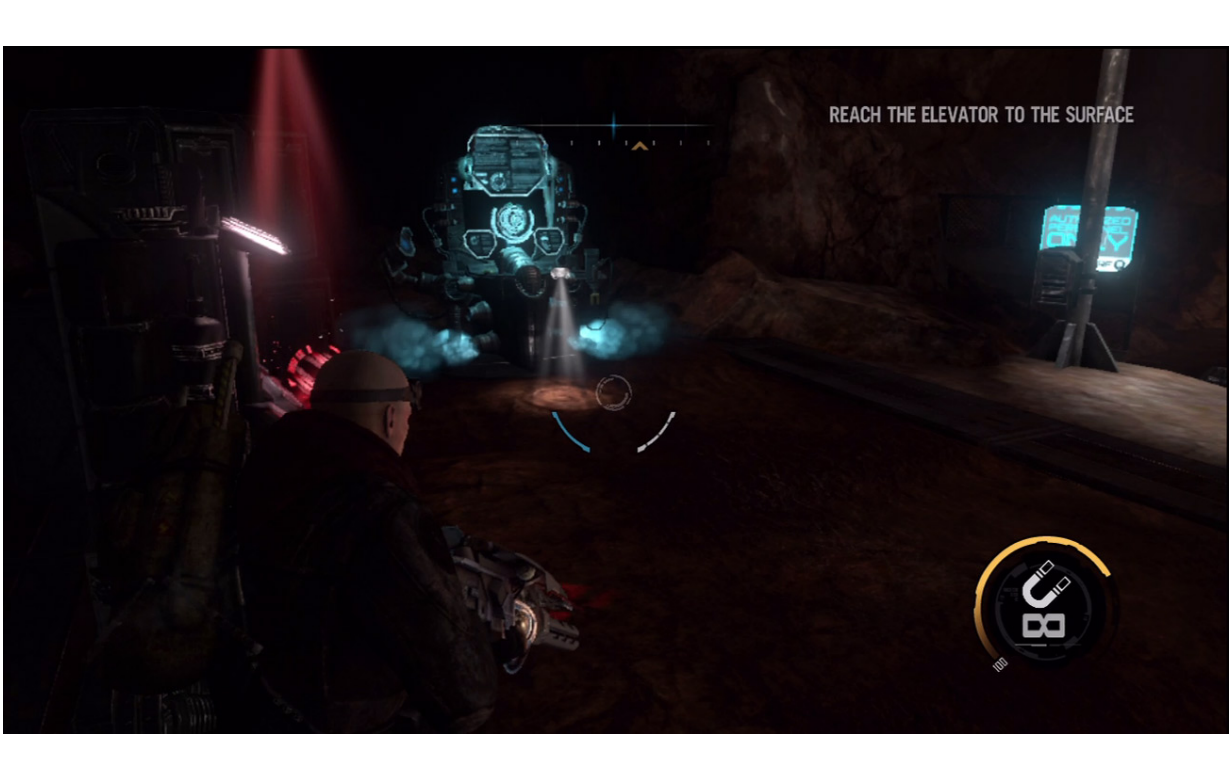


Upon exiting the first structure, Darius tells Kara to get the elevator working. Darius wants to get back to the temple site and find Adam Hale. While Kara gets busy working on the elevator, continue into the detention facility's second structure. The cell block is filled with more ravagers and pods. Prioritize the pods first, bursting them with rocket or machine gun fire. Some of the narrow doorways may be too small to squeeze your Exo suit through, so simply charge through to clear a path. On the way to the exit, blast past a couple of berserkers and then do battle with a couple of pesky wraiths.



Outside the detention facility you're ambushed again by an aggressive group of ravagers spawning on the cavern walls. Hold your ground and engage the group with rockets. You can track and engage up to three targets at a time with each rocket deployment. While the next set of rockets reloads, engage the other ravagers with machine gun fire. Keep up the attack until all the ravagers are dead, then continue through the cavern. You eventually come to a dead end, but don't jump out of the Exo suit just yet. Wait for a wraith to appear. Finish off the wraith while in the Exo suit and then get out once there are no more enemy contacts on your compass.

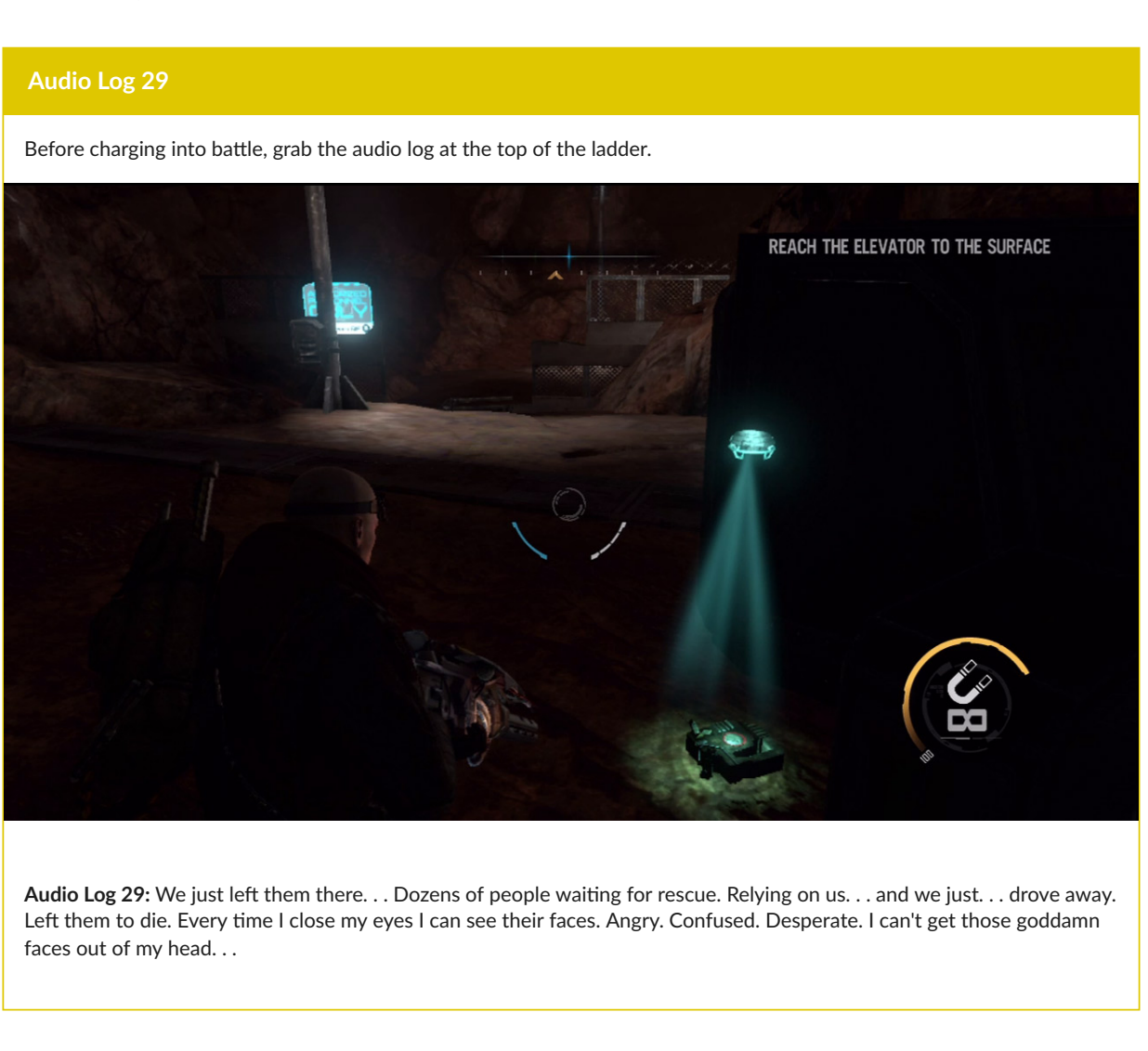
Elevator



Upon exiting the Exo suit, repair the ladder leading up to the platform at the end of the tunnel. Meanwhile, S.A.M. detects a large heat signature ahead, but is unsure whether it is one creature or two. Climb up to the platform and visit the nearby upgrade station and weapons locker—it's time to prepare for a big fight. Since you must leave the LEO Exo suit behind, you need to go into this next fight with all the heavy firepower you can carry. Choose the Rocket Launcher, Plasma Cannon, Nano Rifle, and Charge Launcher as your weapons.

Audio Log 29

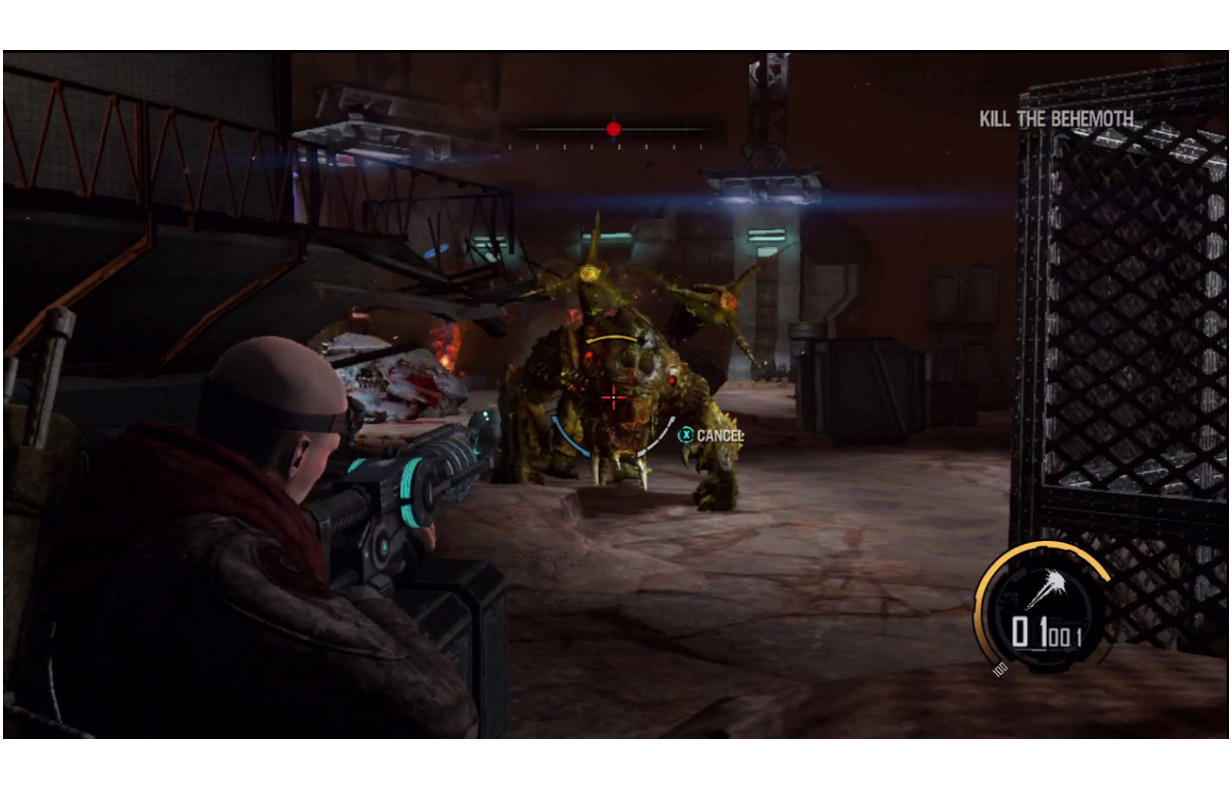
Before charging into battle, grab the audio log at the top of the ladder.



Audio Log 29: We just left them there. . . Dozens of people waiting for rescue. Relying on us. . . and we just. . . drove away. Left them to die. Every time I close my eyes I can see their faces. Angry. Confused. Desperate. I can't get those goddamn faces out of my head. . .

New Objective: Kill the Behemoth

Just beyond the weapons station a cutscene is triggered showing Darius' first encounter with a behemoth. These massive creatures perform like oversized berserkers, so stay on the move. The behemoth's primary attack is a charge, so circle around this chamber to avoid getting run over. The creature also fires a toxic liquid at range—yet another reason to keep moving.

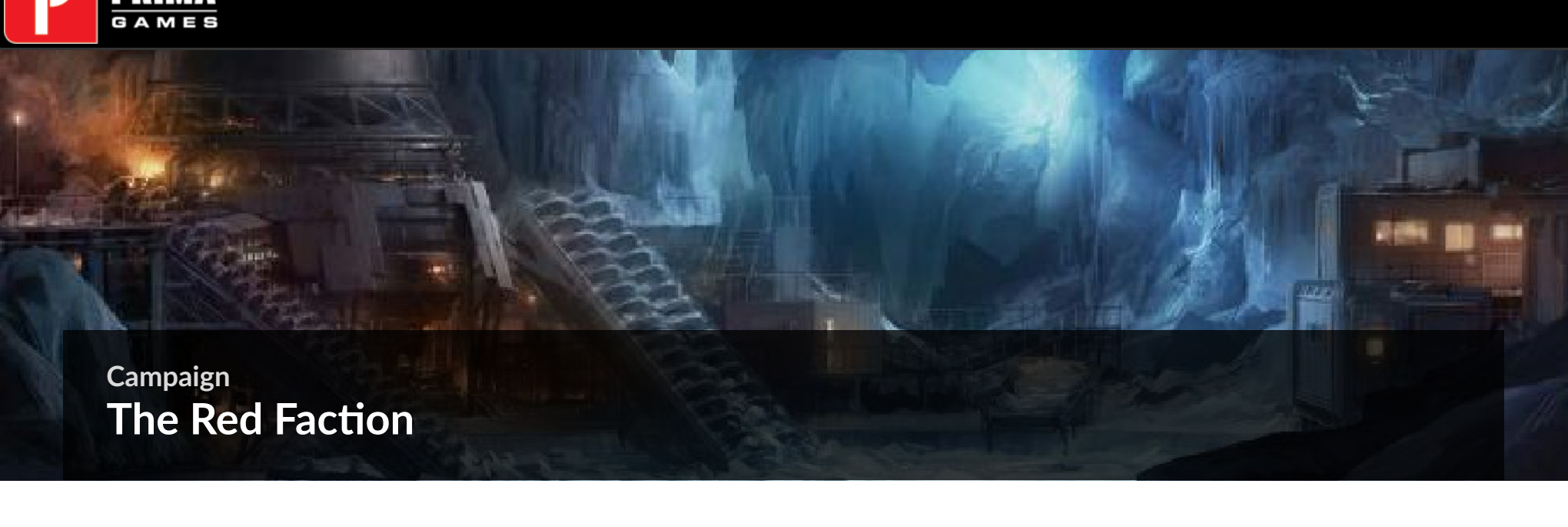


Also, don't think that taking cover will help you. Behemoths can charge directly through entire structures without even slowing down. It's much better to keep the creature in your sights so you can shoot it and predict its movement. Start off by hammering the behemoth with the Plasma Cannon. When that weapon runs out of ammo, switch to the Rocket Launcher. Little by little the behemoth's health decreases, so keep up the attack. If necessary, finish it off with the Nano Rifle. Once the behemoth is down for good, scour the surrounding area for salvage and ammo. Kara is insistent that you hurry, but there's no need to rush. Once you're ready to leave, approach the elevator and press the button shown on screen to complete the level.

Survival of the Fittest

This achievement/trophy is awarded when accessing the elevator following the fight with the behemoth.

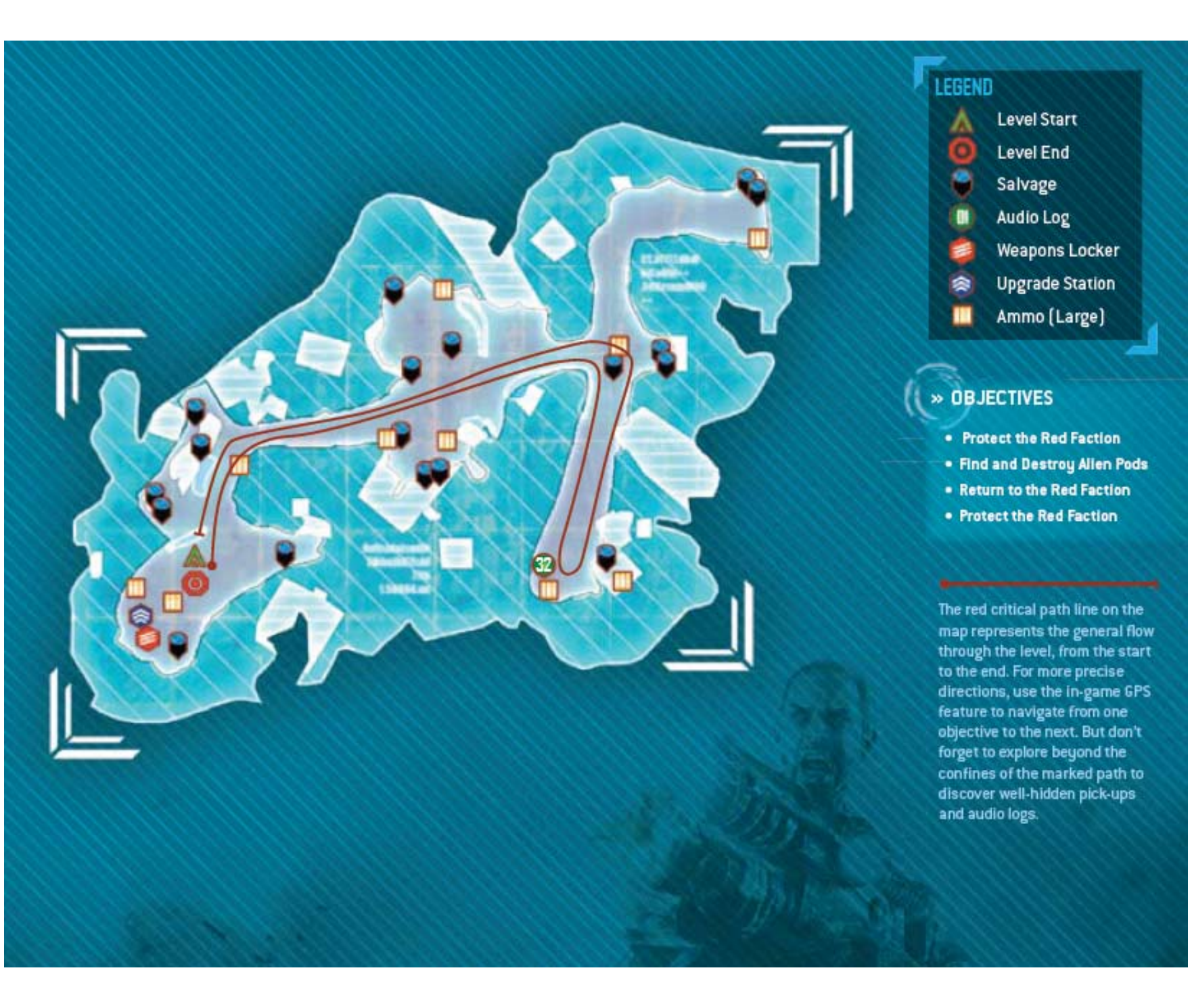
Kara and Darius reunite at the elevator. But as the elevator rises to the surface, a large group of angry colonists approach from below. Darius warns them of the aliens in the tunnels, but it's too late. A behemoth and a large group of ravagers descend on the colonists and attack. There's nothing Kara and Darius can do to help as they ride the elevator to the surface.



Campaign

The Red Faction

Icon	Name	Description	Gamerscore	Trophy
	Catch!	Use the Magnet Gun to fling debris back at a tentacle.	30	Silver
	Crusader	Kill 175 enemies while in the LEO exoskeleton.	15	Bronze
	I'm All You've Got	Defend the Red Faction.	15	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
» OBJECTIVES
Protect the Red Faction
Find and Destroy Alien Pods
Return to the Red Faction
Protect the Red Faction
32
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

Following the escape from the tunnels, Kara and Darius travel by foot on the surface. They eventually comes across a Red Faction convoy, and the commanding officer, Colonel Paul, has plenty of questions for Darius. The colonel wants to know all about the job back at the temple in Bradbury Canyon. But the colonel isn't satisfied with Darius' answers, especially when he tells him Adam Hale was involved. Hale was believed to be killed in the attack on the Terraformer.

Unsatisfied with Darius' answers, the colonel orders Sergeant Winters to take Darius into custody. Soon, the convoy moves out, leaving Kara behind. Inside one the LAVs, Darius tries to convince Winters that he's telling the truth about Hale. But their conversation is cut short by an alien attack. Realizing they could use every man they have, Winters releases Darius' restraint and hands him a rifle.

New Objective: Protect the Red Faction

PROTECT THE RED FACTION
RELOAD
Sergeant Winters
01022

You begin this level with the same weapons you had when you accessed the elevator. If you're not satisfied with your selection, turn around and access the weapons locker behind one of the LAVs—there's also an upgrade station here.

For this fight, consider bringing along the Nano Rifle, Rocket Launcher, Plasma Cannon, and Magnet Gun.

FIND AND DESTROY ALIEN PODS
1/8
KILL
Full
Full
+1
Full
RELOAD
01034

Once you're outfitted with the proper weapons, help the Red Faction troops fend off the attack. Several ravagers appear in the distance. Use the crates near the convoy for cover while picking off the ravagers with your Nano Rifle. Colonel Paul's strategy is to hold this position, but Darius knows the attack will never end as long as the pods in the canyon ahead continue producing creatures.

New Objective: Find and Destroy Alien Pods

FIND AND DESTROY ALIEN PODS
2/8
KILL
01008

There are eight pods scattered throughout the canyon ahead. As you advance down the road, the Red Faction troops follow orders and hold their position. From this point, you're on your own. As you approach the mining facility, a cutscene shows a massive tentacle emerging from the soil. Following the cutscene, watch the tentacle's movements and prepare emerging from the soil. Following the cutscene, watch the tentacle's movements and prepare to dive out of the way as it tosses debris in your direction. The quickest way to bring down a tentacle is with the Rocket Launcher or Plasma Cannon. You could also take a play out of the tentacle's playbook and use the Magnet Gun to throw debris at the creature.

FIND AND DESTROY ALIEN PODS
4/8
KILL

After defeating the tentacle, start hunting down the pods in the mining facility. There are six pods in this area. Use your compass and the GPS markers to track them down. Your Nano Rifle is more than capable of exploding each pod—save your heavy weapon ammo for later. You can also use debris thrown with the Magnet Gun to destroy these pods. The faster you destroy the pods, the fewer creepers you'll face.

FIND AND DESTROY ALIEN PODS
3/8
KILL
MAGNET GUN

As you press forward, another tentacle emerges from the ground. The tentacle is joined by a berserker. This time use the berserker as your ammo—it's best to save your Rocket Launcher and Plasma Cannon ammo for later. Using the Magnet Gun, attach a magnet to the berserker and then attach an anchor to the tentacle. Keep slamming the berserker into the tentacle until both aliens die. The surrounding structures also provide plenty of ammo for your Magnet Gun.

Catch!

To earn this achievement/trophy, throw a piece of debris back at a tentacle using the Magnet Gun. Attach a magnet to a piece of debris while the tentacle is still holding it. Then as the tentacle throws the debris, shoot an anchor at the tentacle—aim for the base, where there's less movement. This takes some careful timing and accurate shooting to pull off, so keep trying until the award is unlocked.

FIND AND DESTROY ALIEN PODS
7/8
KILL
04031

The path leading to the last two pods is guarded by another pair of tentacles. The first tentacle encountered attacks on its own. Hold your ground and target it with debris launched using your Magnet Gun. Destroy the seventh pod and proceed to the eighth and final pod. This time you're attacked by a tentacle as well as several ravagers. Deploy a Shell to protect you from incoming fire and debris, then attack the tentacle using debris from the surrounding towers. Once the tentacle is down, eliminate the ravagers and the final pod. You need to get back to the convoy now—they need your help.

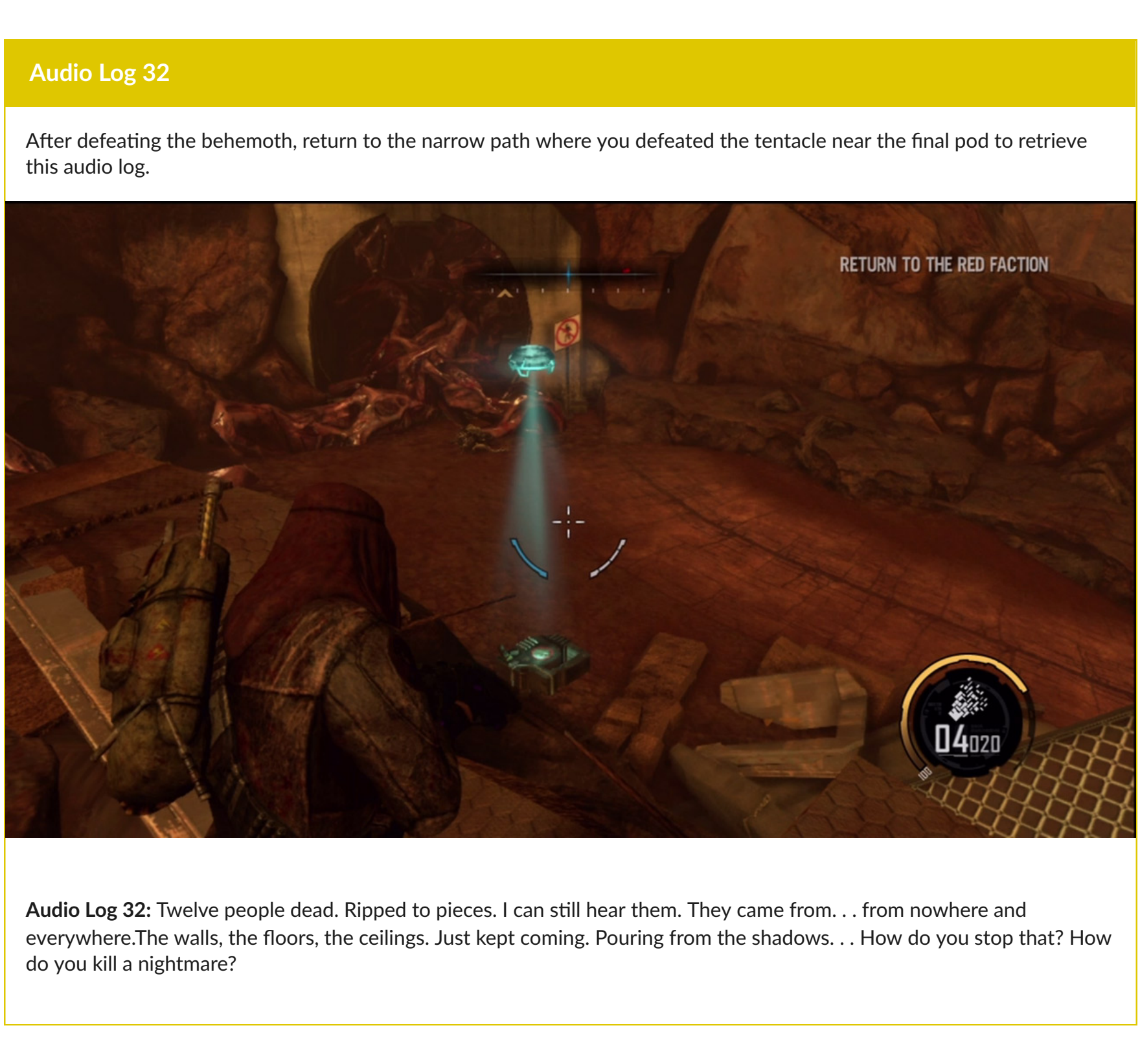
New Objective: Return to the Red Faction

RETURN TO THE RED FACTION
00014

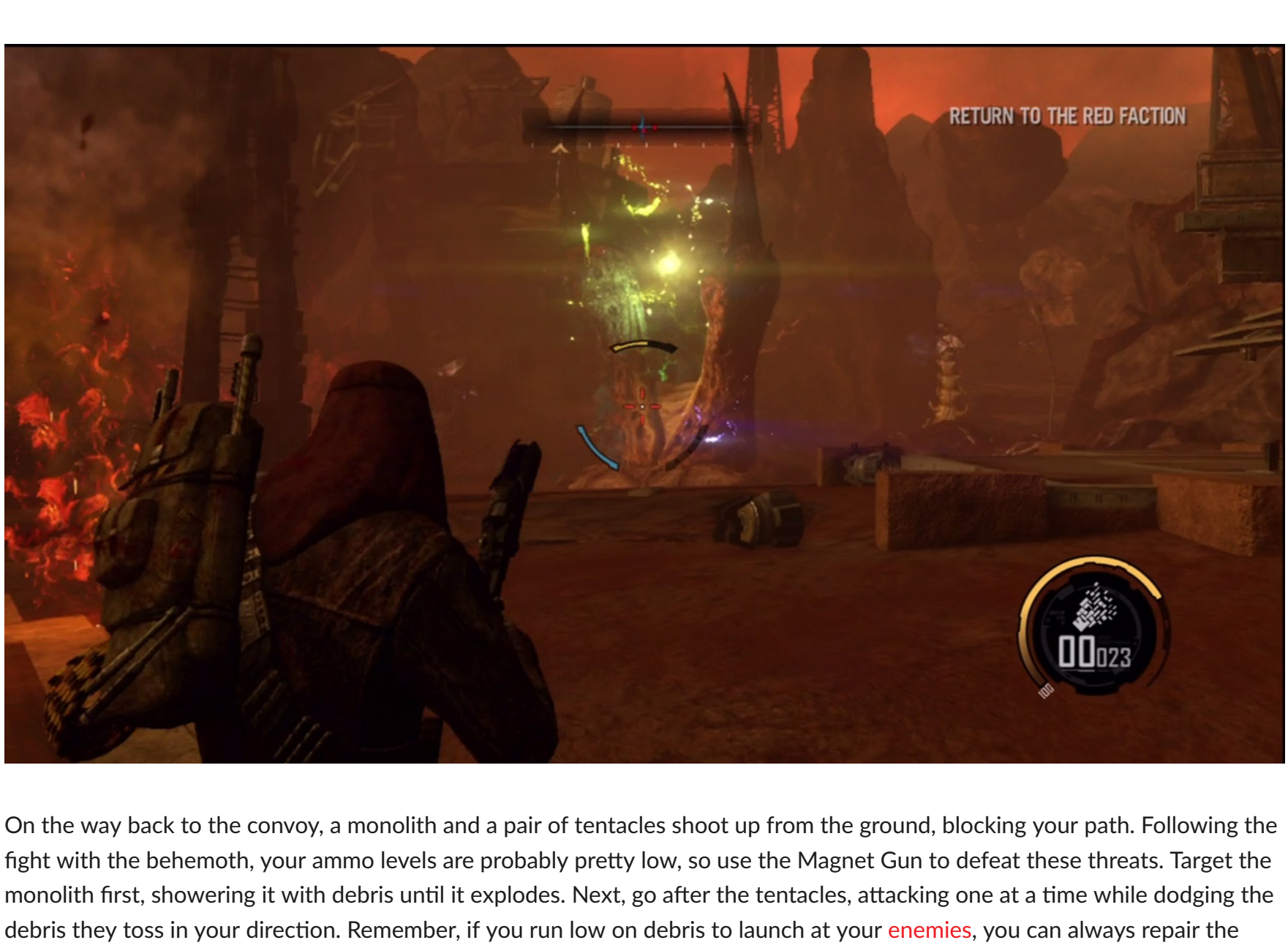
Shortly after the destruction of the final pod, a wraith and behemoth materialize to complicate your return to the convoy. Hunt down the wraith first and attack it aggressively with either your Rocket Launcher or Plasma Cannon. If the wraith appears nearby, beat it down with melee strikes to conserve ammo—you'll need as much ammo as possible to put down the behemoth. Move back to the mining facility when engaging the behemoth. This gives you more room to maneuver, necessary to avoid the behemoth's charging attacks. Keep your distance and pound the behemoth mercilessly with your Plasma Cannon and Rocket Launcher. These powerful weapons deplete the behemoth's health quickly, but if you run out of ammo for these weapons, rely on your Nano Rifle or Magnet Gun to finish off this beast.

Audio Log 32

After defeating the behemoth, return to the narrow path where you defeated the tentacle near the final pod to retrieve this audio log.


RETURN TO THE RED FACTION
04020

Audio Log 32: Twelve people dead. Ripped to pieces. I can still hear them. They came from. . . from nowhere and everywhere.The walls, the floors, the ceilings. Just kept coming. Pouring from the shadows. . . How do you stop that? How do you kill a nightmare?


RETURN TO THE RED FACTION
00023

On the way back to the convoy, a monolith and a pair of tentacles shoot up from the ground, blocking your path. Following the fight with the behemoth, your ammo levels are probably pretty low, so use the Magnet Gun to defeat these threats. Target the monolith first, showering it with debris until it explodes. Next, go after the tentacles, attacking one at a time while dodging the debris they toss in your direction. Remember, if you run low on debris to launch at your enemies, you can always repair the dismantled structures in an effort to replenish your Magnet Gun's ammo. Once the path is clear, race back to the convoy and hop inside the LEO Exo suit.

New Objective: Protect the Red Faction

PROTECT THE RED FACTION
1,217

Using the LEO, help the Red Faction troops fend off the attackers. The Exo suit's machine guns and rockets easily cut through the ravagers and tentacles that appear outside the convoy's defensive perimeter. Lock on to multiple ravagers using the rockets and blast them to bits. The rockets are also great for inflicting heavy damage on the tentacles. Hold your ground and don't wander too far away from the convoy while blasting all the hostile creatures that appear on your compass. When the attack is over, press the button shown on screen to complete the level and have a chat with Sergeant Winters.

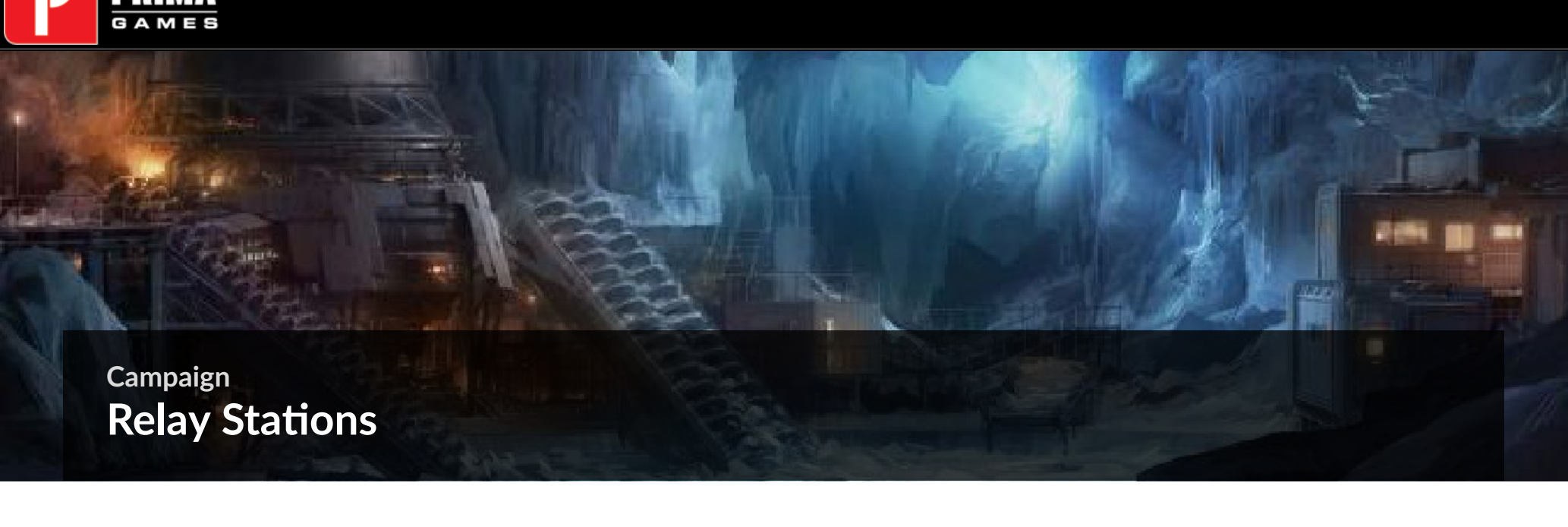
Crusader

While defending the Red Faction troops you should have no problem wrapping up the 175 kills you need with the LEO to earn this achievement/trophy.

I'm All You Got

This achievement/trophy is earned immediately after repelling the attack on the Red Faction convoy.

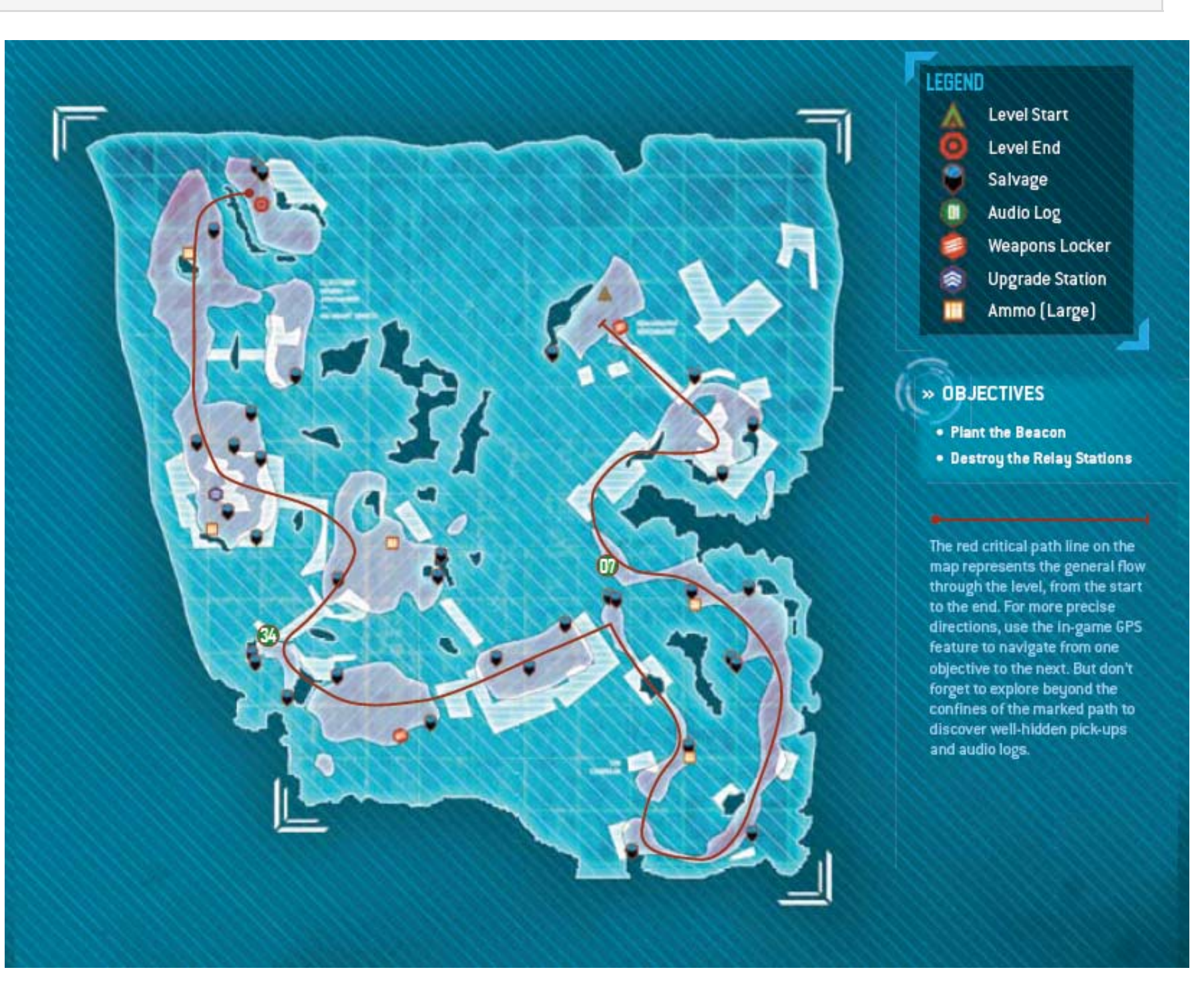
Even after saving the convoy, Colonel Paul is still suspicious of Darius. But at this point, Darius couldn't care less and smashes the colonel in the jaw with a right hook. Sergeant Winters asks Darius to join his team—they're off to assist the Marauders. For now, Darius must put off finding Hale. . .



Campaign

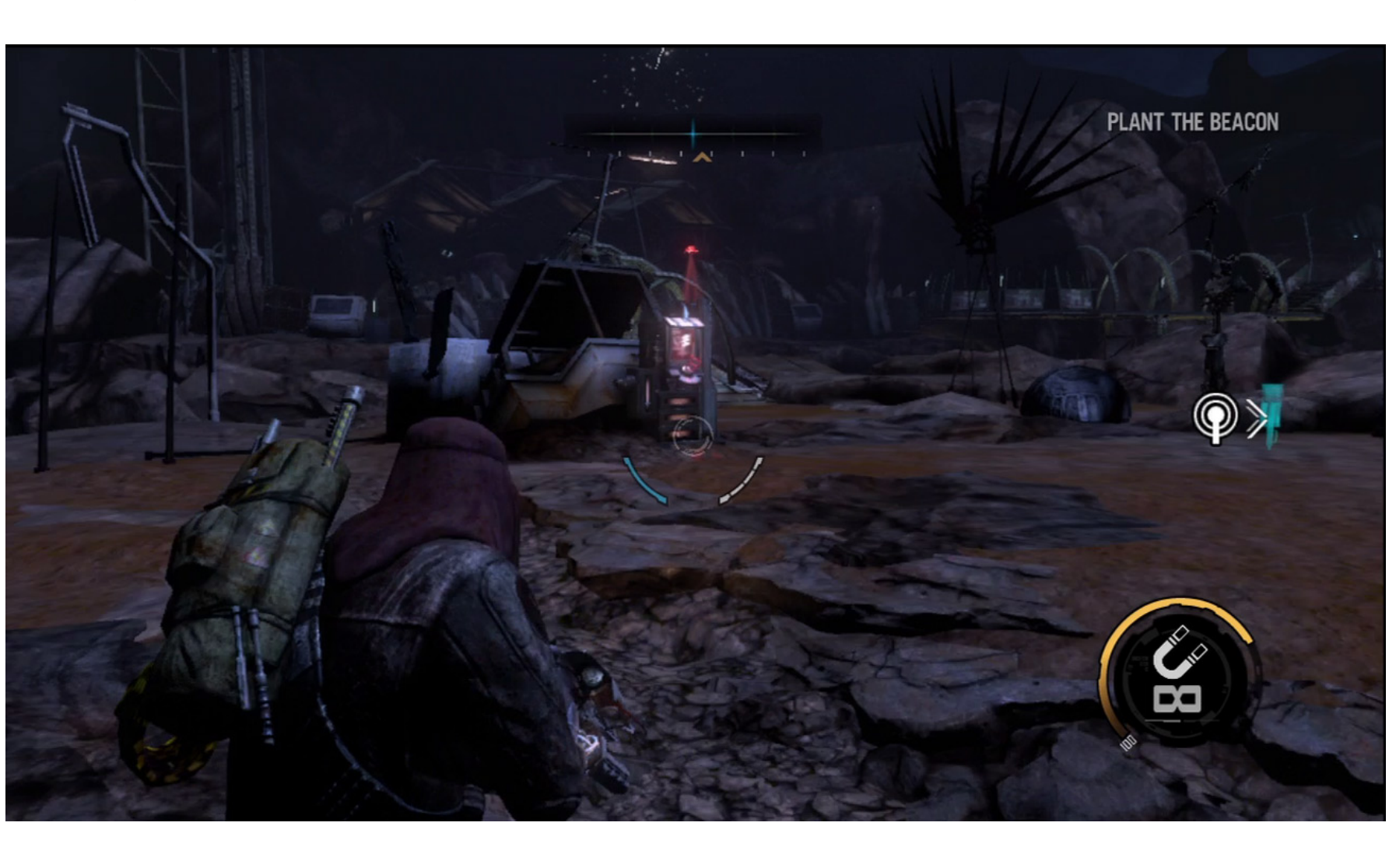
Relay Stations

Icon	Name	Description	Gamerscore	Trophy
	Salvager	Find 200 piles of salvage.	20	Bronze
	Weather the Storm	Destroy the Jamming Devices.	15	Bronze


LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
» OBJECTIVES
• Plant the Beacon
• Destroy the Relay Stations
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
07
34

The cultists have established a network shroud, making it impossible for Red Faction to track their movements. Sergeant Winters needs Darius to destroy a set of relay stations in an effort to break the shroud. Since Darius is not a Red Faction soldier, Winters can't order him to do anything, but Darius volunteers for the mission. The sooner they break through this shroud, the sooner they can get to Adam Hale.

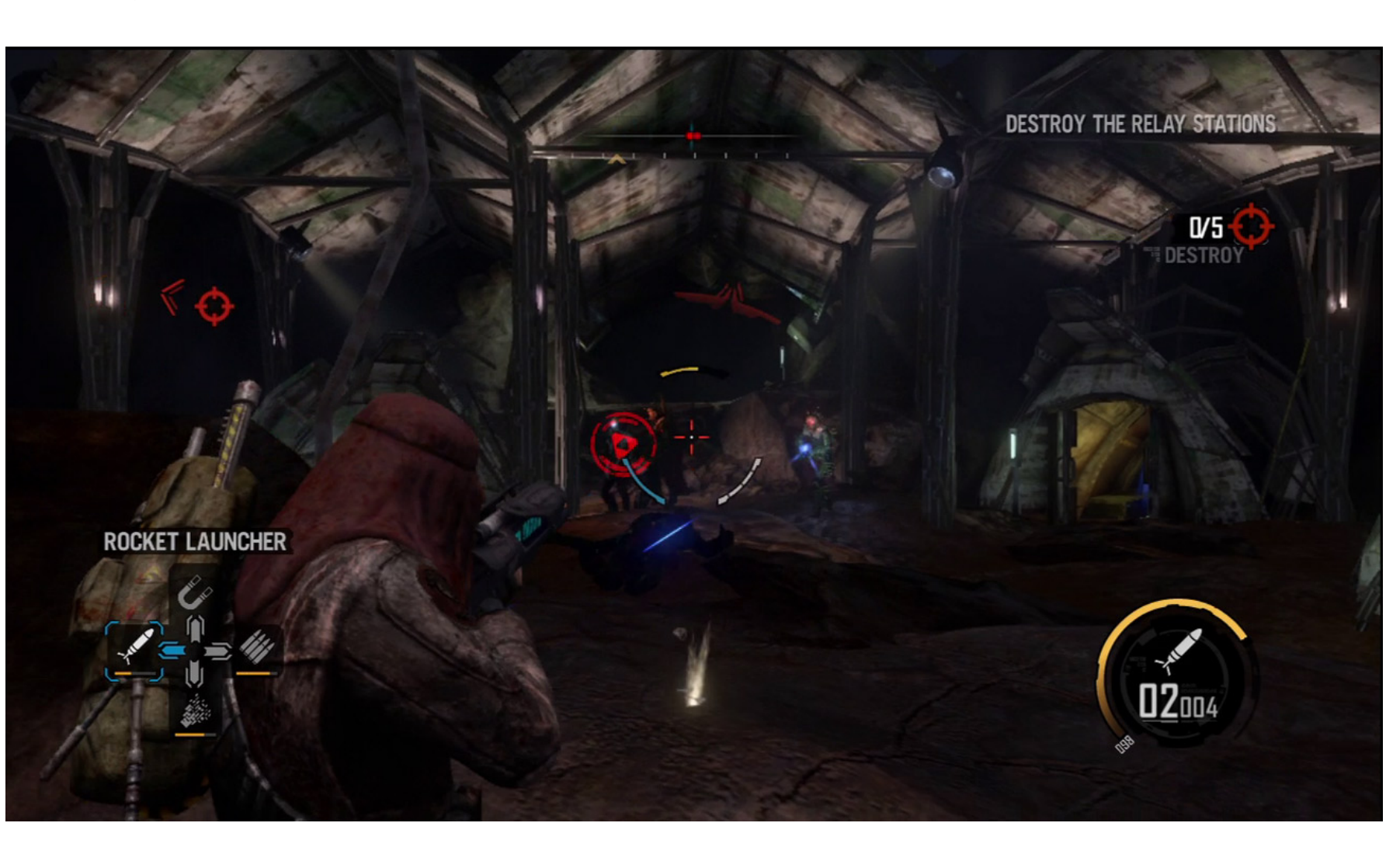
New Objective: Plant the Beacon


PLANT THE BEACON

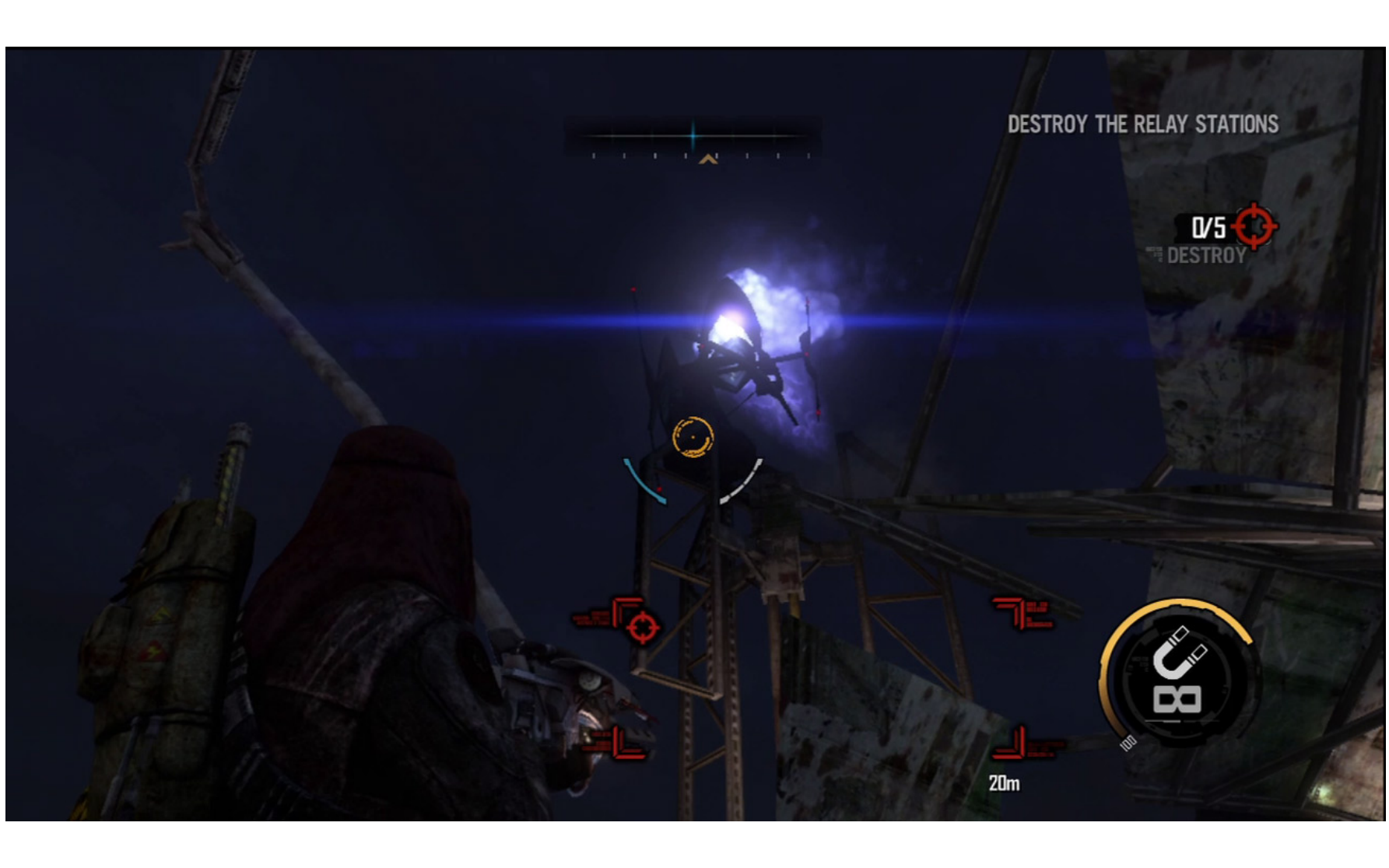
Before planting the beacon at the start of this mission, visit the nearby weapons locker to adjust your load-out. For this mission, consider bringing along the Rocket Launcher, Magnet Gun, Nano Rifle, and Assault Rifle—later you'll swap out the Assault Rifle for the Rail Driver. Once you've outfitted yourself, move to the spot marked on the HUD and install the beacon. The beacon allows you to get a reading on the locations of the relay stations the cultists are using to create the network shroud.

Relay Station 1

New Objective: Destroy the Relay Stations


DESTROY THE RELAY STATIONS
0/5 DESTROY
ROCKET LAUNCHER
02 004

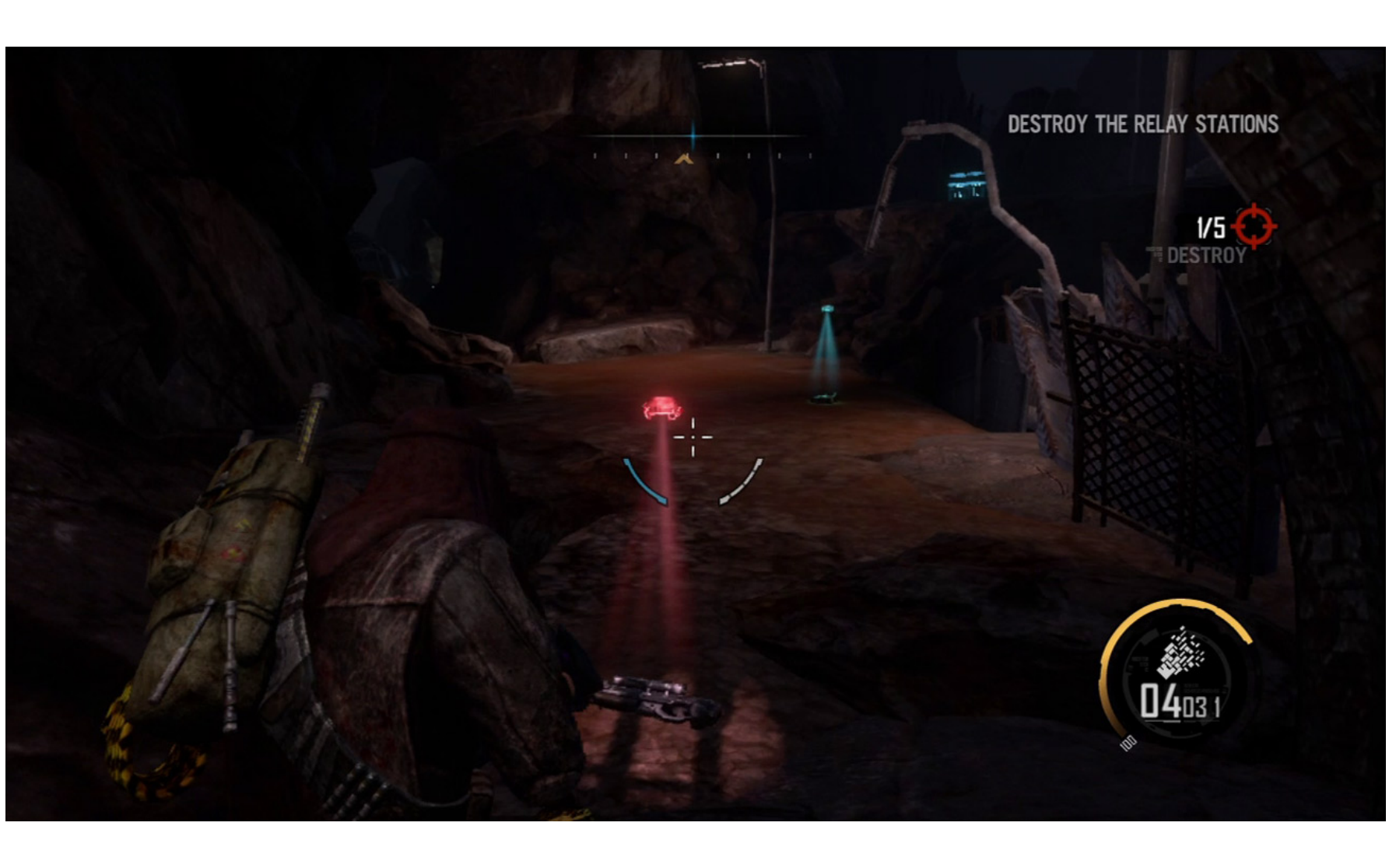
The first relay station is located across the bridge from the spot where you planted the beacon. Cross the bridge and prepare to fight off a few cultists. Your Assault or Nano Rifle make quick work of these enemies. If the group of cultists bunch up, hit them with your Rocket Launcher. Keep up the attack until all enemy contacts disappear from your compass. Now turn to the relay station tower, marked on the HUD. Dismantle the tower using the Magnet Gun.


DESTROY THE RELAY STATIONS
0/5 DESTROY
20m

Keep stripping away pieces of the tower until it is completely destroyed. One down, four more to go. Before leaving this area, search for ammo and salvage among the tower wreckage and within the domed hut-like structures.

Salvager

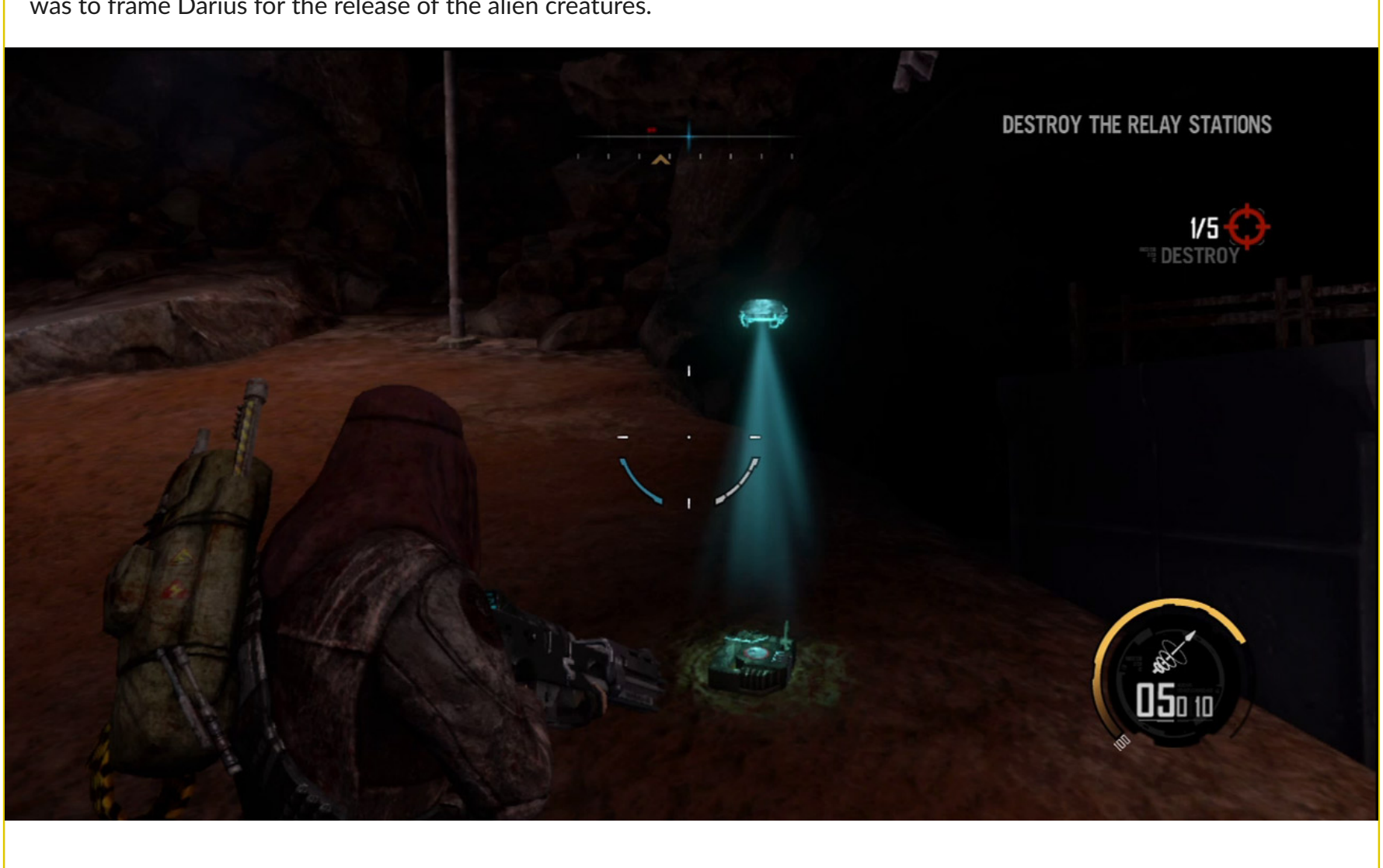
By now you've encountered more than enough salvage containers to earn this achievement/trophy. But if you're still working on it, there are plenty of opportunities left to gather the necessary 200 salvage piles—these are the cylindrical salvage containers. Keep your eyes peeled.


DESTROY THE RELAY STATIONS
1/5 DESTROY
04 031

Follow the GPS markers to advance toward the next relay station. After crossing a bridge, pick up the Rail Driver on the ground—drop your Assault Rifle in exchange for this powerful weapon. The Rail Driver is a high-powered rifle equipped with a biometric scope, making it easy to identify hostile targets at long range. Grab the rifle and continue toward the second relay station.

Audio Log 07

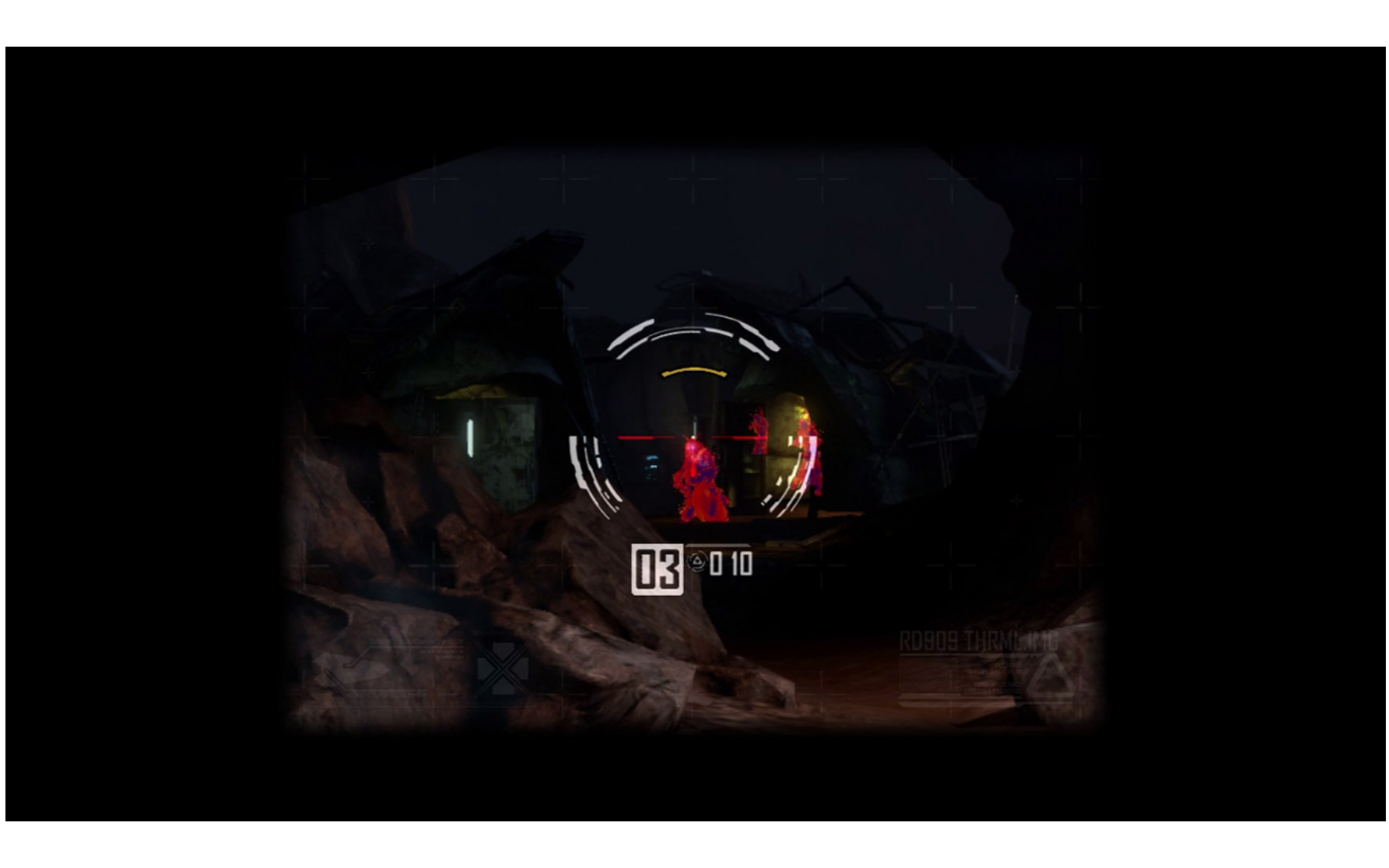
A few paces beyond the Rail Driver, retrieve this audio log from the ground—you can't miss it. It sounds like Hale's plan was to frame Darius for the release of the alien creatures.


DESTROY THE RELAY STATIONS
1/5 DESTROY
05 0 10

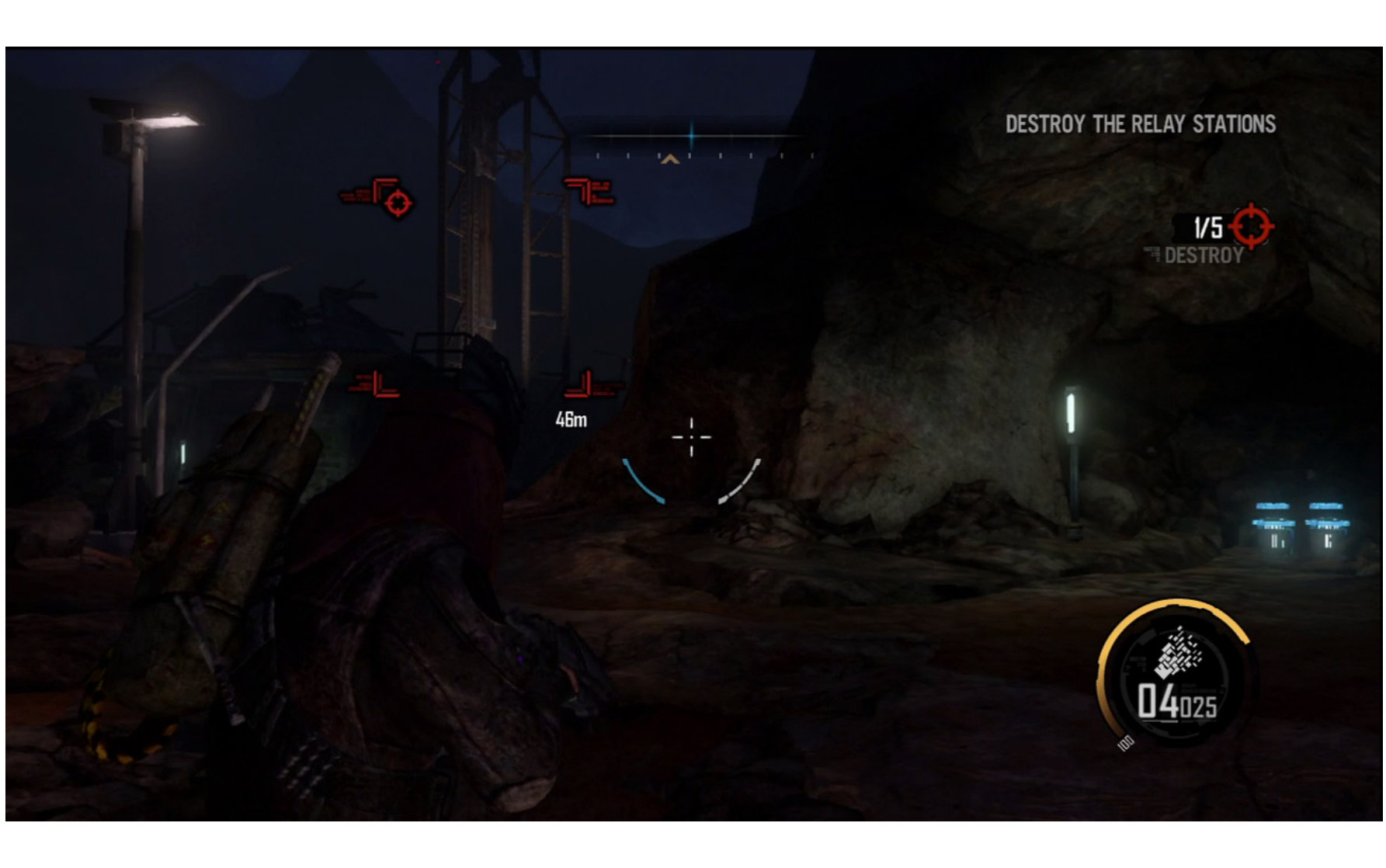
Audio Log 07: First half of the payment has been deposited. He's scheduled to arrive early evening. Hale says he's not to be harmed until the job is over.

Gonna be hard not to shoot the bastard in the back of the head. . . but at least the Masons are finally gonna get what's coming to them.

Relay Station 2

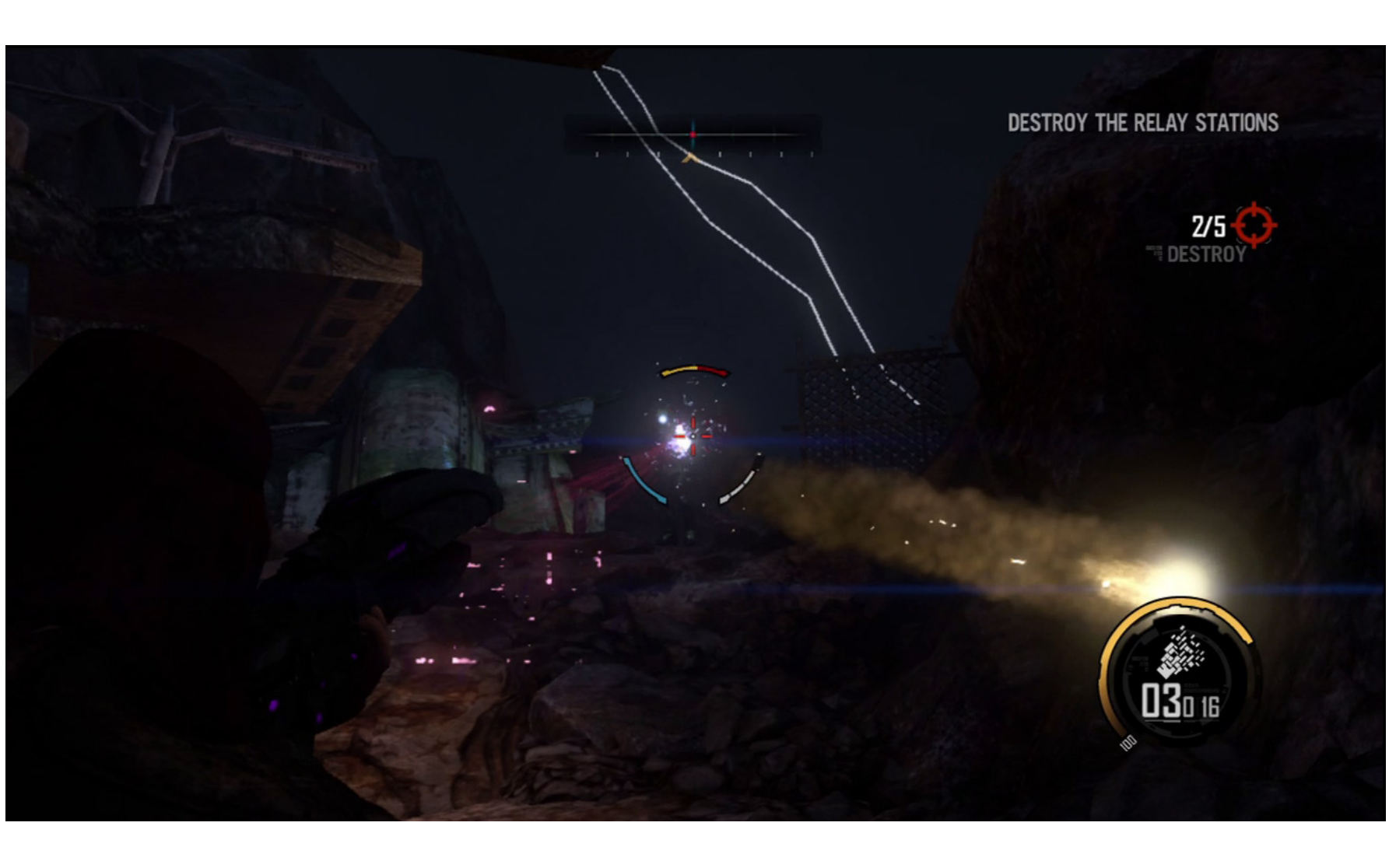


After picking up the audio log, several cultists appear on your compass. Equip the Rail Driver and take aim toward the encampment ahead. Aiming the Rail Driver brings up the weapon's scope view. Not only does the scope magnify targets, but it also highlights the heat signatures of organic entities, even if they're behind light cover. For best results, aim for your target's head to score an instant kill. If you miss, the weapon is semi-automatic, allowing you to fire a quick follow-up shot. But if you begin taking heavy return fire, consider stowing the Rail Driver for now and finish off the rest of the cultists with your Nano Rifle.

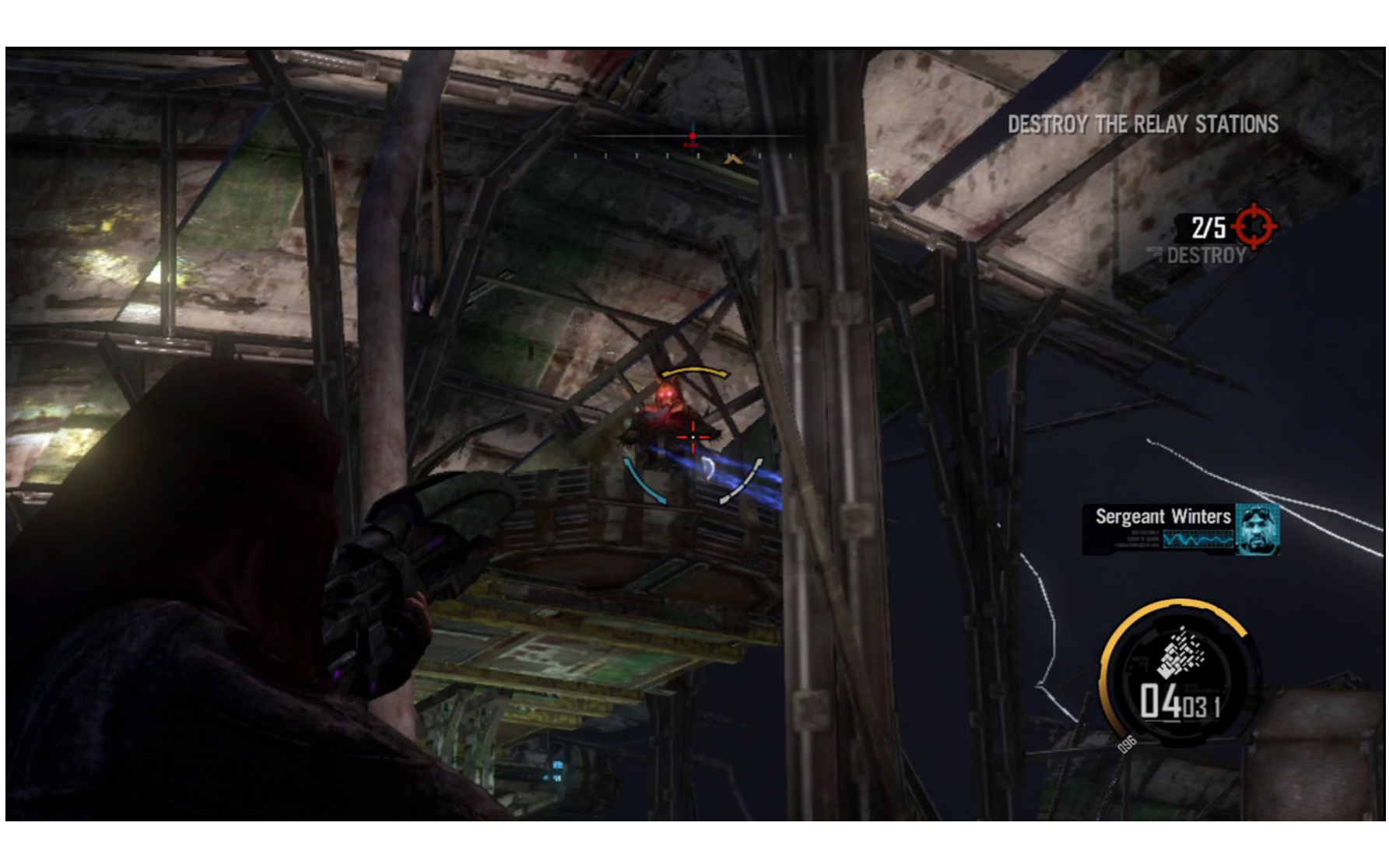

DESTROY THE RELAY STATIONS
1/5 DESTROY
46m
04 025

Cautiously advance into the encampment and finish off any remaining cultists in the area. Also search each hut along the main path for ammo and salvage. As you near the second relay station, S.A.M. warns that weather patterns are highly unstable in this area. Suddenly, a small tornado touches down and tears the relay station apart. In the aftermath, watch out for falling debris, as pieces of the tower come crashing back to the ground. Consider taking cover in the rocky alcove to the right where you can also grab a couple of salvage containers. Stay put until the dust settles.

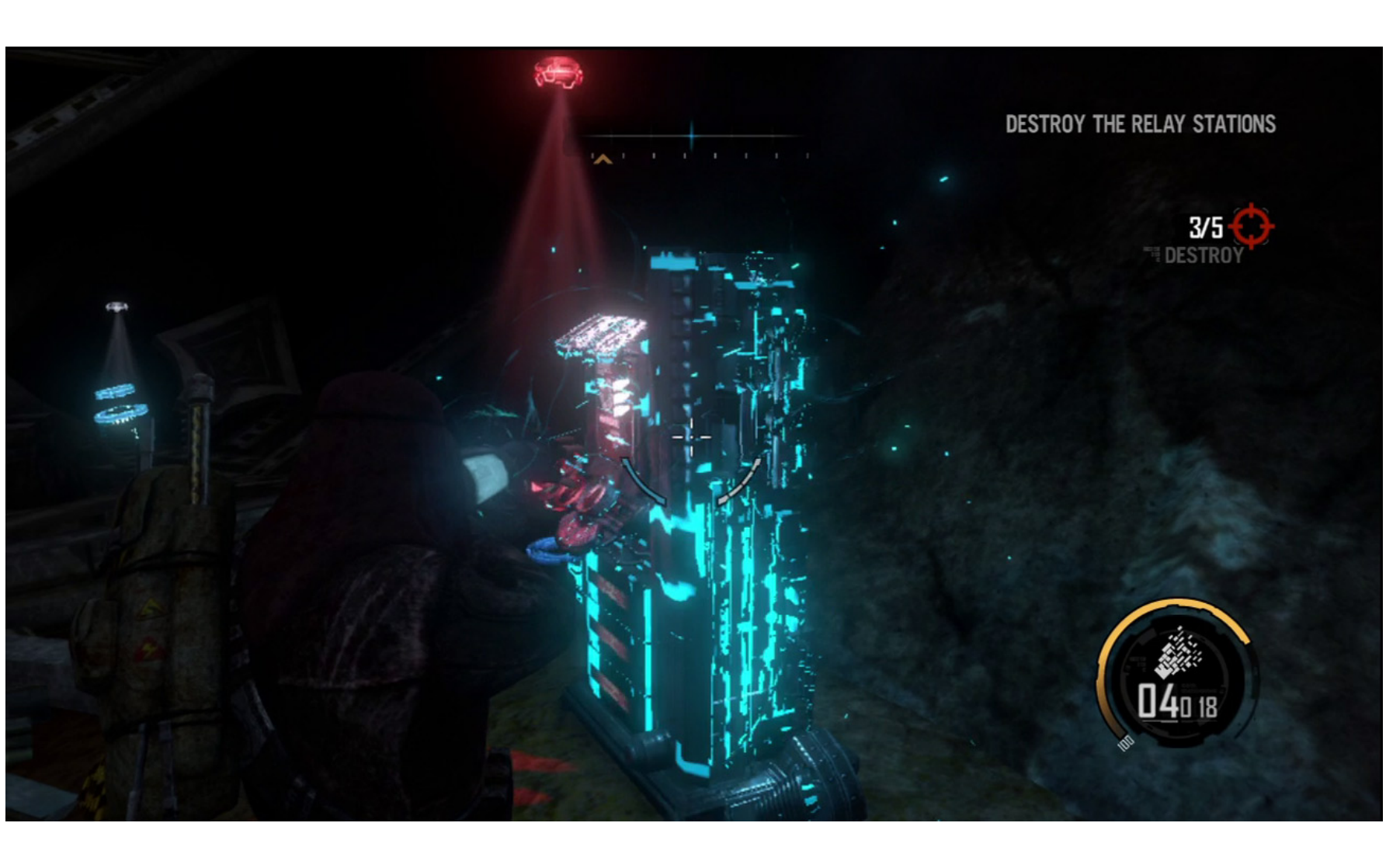
Relay Station 3


DESTROY THE RELAY STATIONS
2/5 DESTROY
03 0 16

Beyond the collapsed second tower, fight your way past a few more cultists. One of the cultist officers is armed with a rocket launcher, so be ready to dive out of the way. Return fire with your Nano Rifle or Rocket Launcher to eliminate this threat as quickly as possible. As usual, search the path and surrounding structures for ammo and salvage. Also, be mindful of the weather and watch out for falling rocks in the canyon ahead.


DESTROY THE RELAY STATIONS
2/5 DESTROY
Sergeant Winters
04 03 1

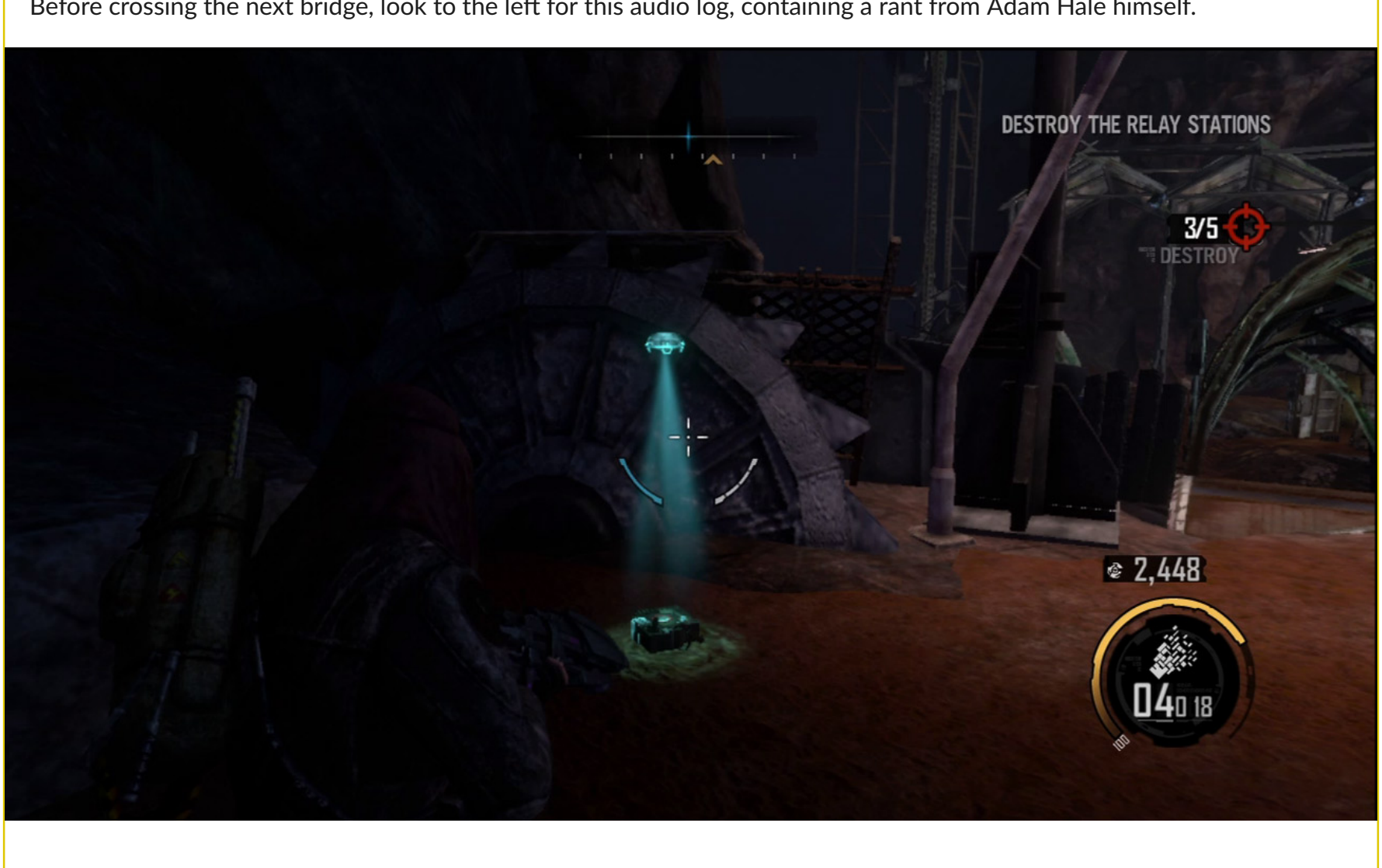
As you near the third relay station, a cultist manning a turret positioned on a high structure to the left attacks. Either kill the gunner or destroy the flooring beneath his feet with your Nano Rifle, causing the cultist to fall to the ground and making him much easier to kill. Another turret is positioned on the lower level of this structure. Either pick off the gunner or annihilate the turret entirely with your Nano Rifle. More cultists attack ahead, including one armed with a shotgun and another with a grenade launcher. Blast the shotgun-toting cultist before he gets close enough to cause heavy damage. Then pick off the cultist launching grenades by hitting him with the Rail Driver.


DESTROY THE RELAY STATIONS
3/5 DESTROY
04 0 18

At the third relay station, you may come under fire by cultists on the distant platforms. Use your compass to zero in on their approximate locations, then peer through the Rail Driver's scope to pinpoint their exact positions. Eliminate the hostiles until the compass is clear of red dots. At this point, turn to the third relay station and dismantle the tower using the Magnet Gun. Following the destruction of the third tower, repair the weapons locker at the tower's base. Feel free to change up your weapon load-out, but keep the Rocket Launcher and Nano Rifle for now. Search the surrounding area for salvage and ammo, then follow the GPS markers toward the bridge leading to the next relay station.

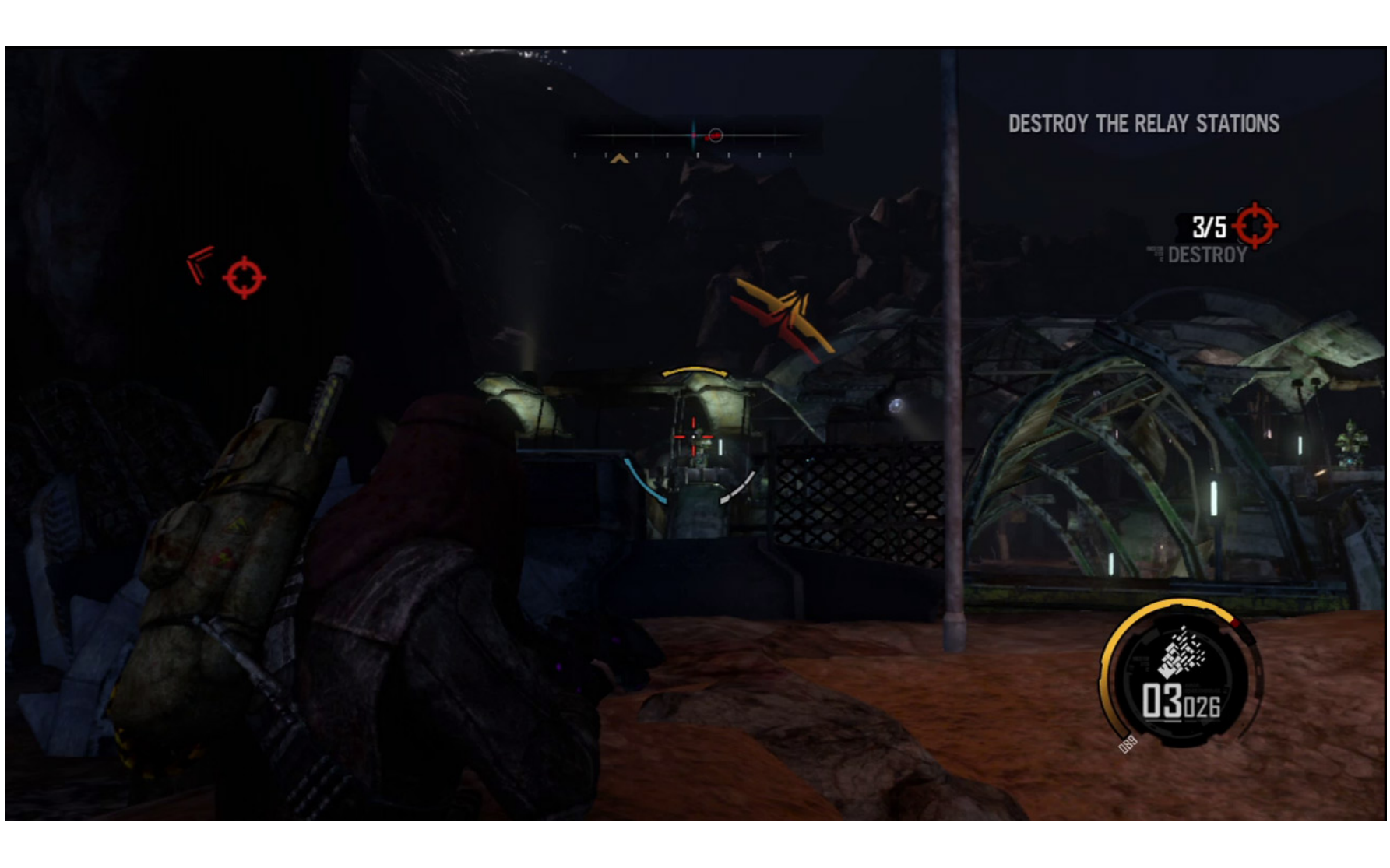
Audio Log 34

Before crossing the next bridge, look to the left for this audio log, containing a rant from Adam Hale himself.

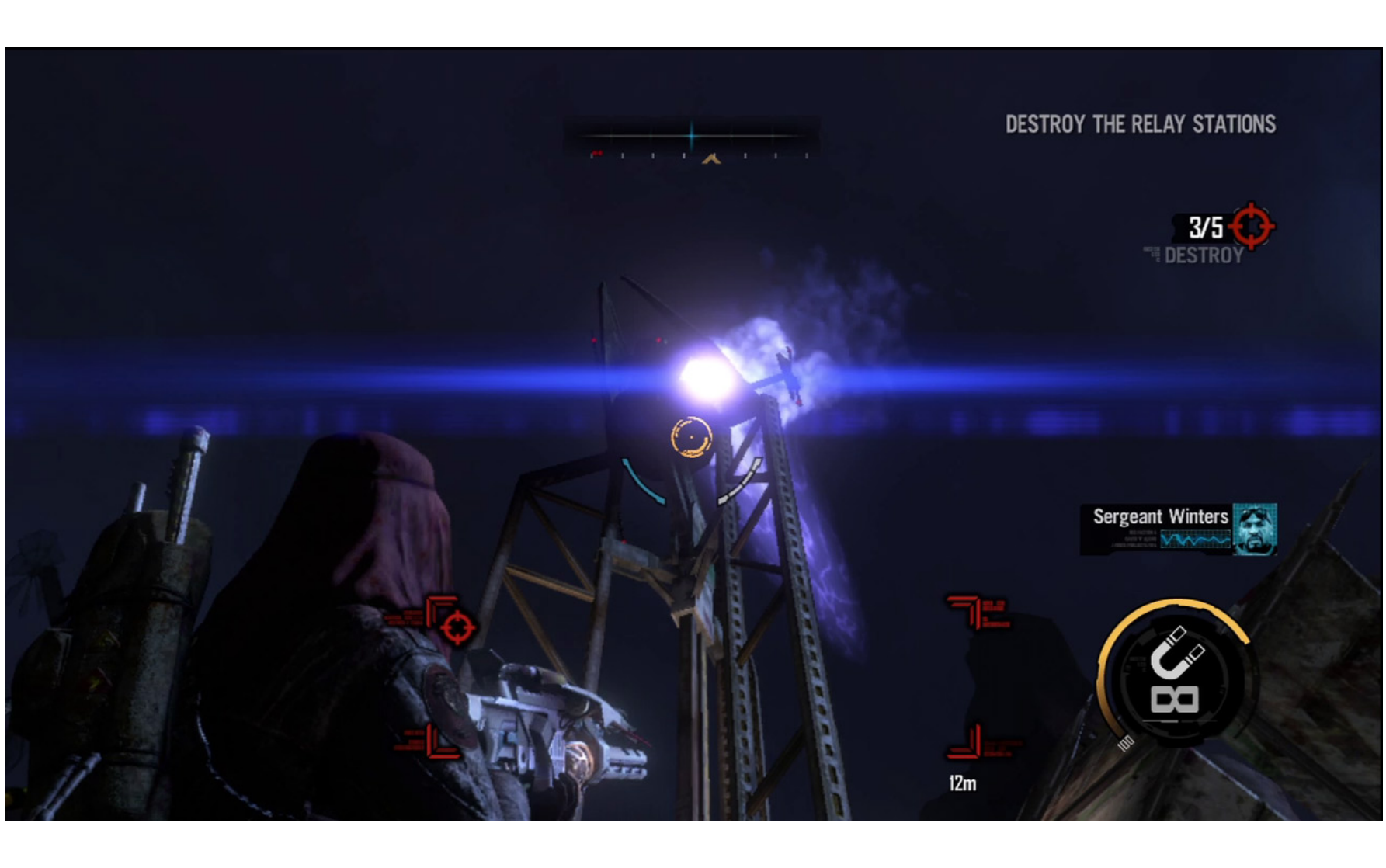

DESTROY THE RELAY STATIONS
3/5 DESTROY
2,448
04 0 18

Audio Log 34: Tomorrow. Tomorrow all our dreams will be realized. . . and his nightmare begins. He has no idea what horrors lie ahead. . . Tomorrow, my children—we claim our destiny.

Relay Station 4

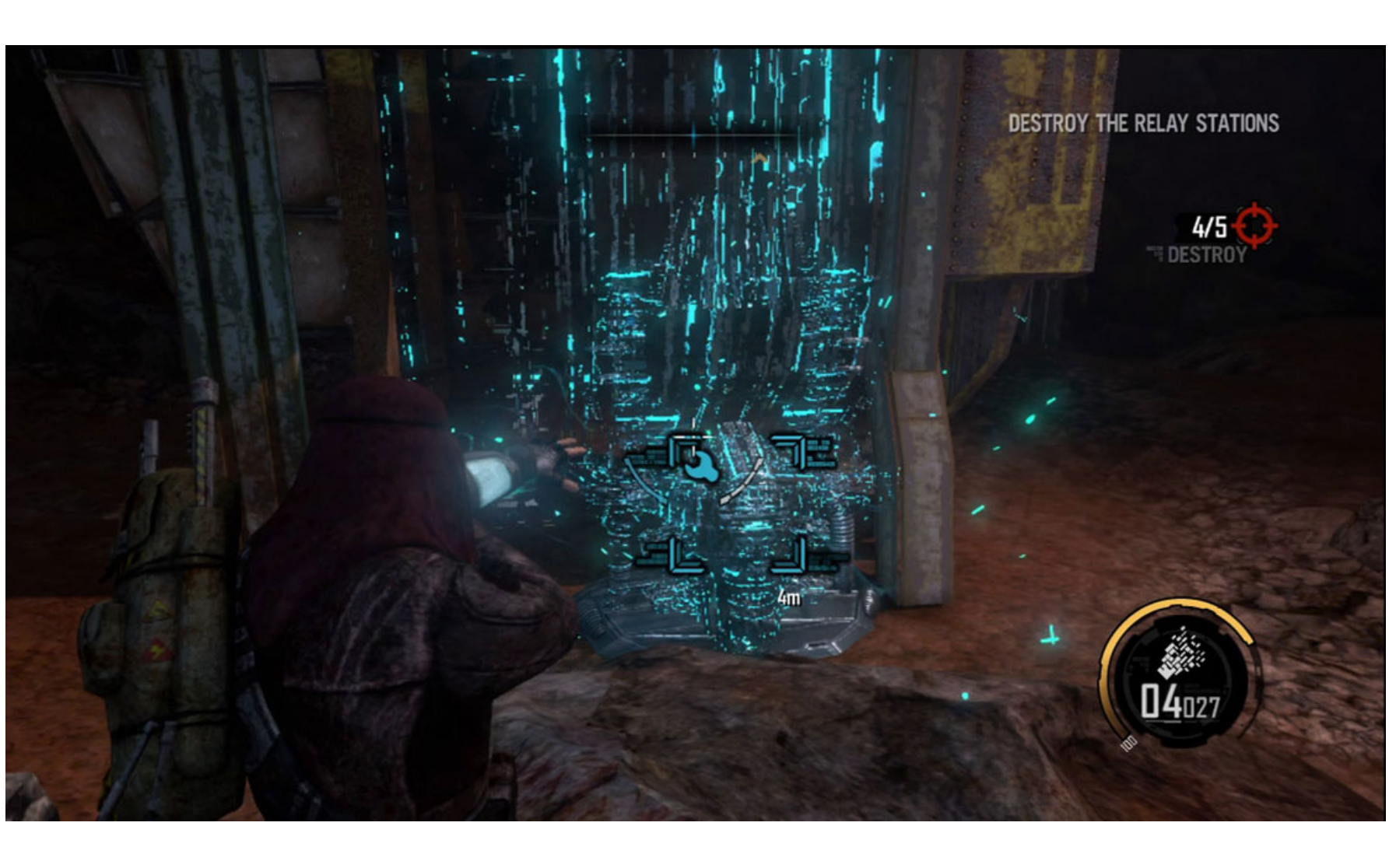

DESTROY THE RELAY STATIONS
3/5 DESTROY
03 026

The next relay station is located directly across the next bridge. As you approach the tower, you come under attack by more cultists to the left. Two of the cultists man turrets, capable of dishing out heavy damage. If necessary, seek cover in one of the huts to recover.

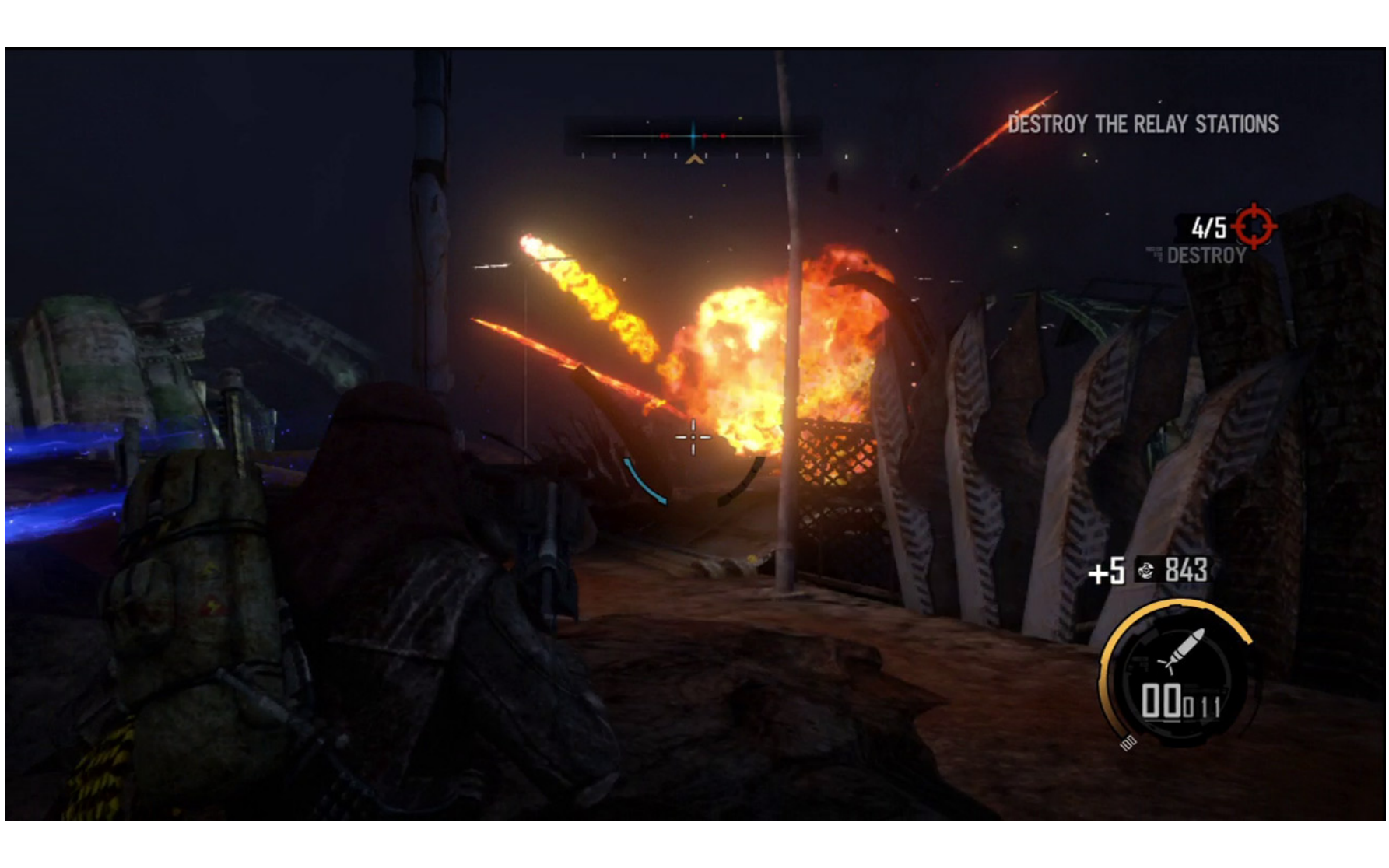

DESTROY THE RELAY STATIONS
3/5 DESTROY
Sergeant Winters
12m

Target the gunners with your Nano Rifle or Rocket Launcher to quickly silence the turrets. Once the turrets are down, watch for more cultists coming across the adjacent bridge. Blast them with your Nano Rifle or finish them off with melee strikes if they continue their advance. You may not be able to eliminate all the cultists from this position, so before moving out, turn to the fourth tower and tear it apart with the Magnet Gun. Also, scour the nearby huts for ammo and salvage before moving out.

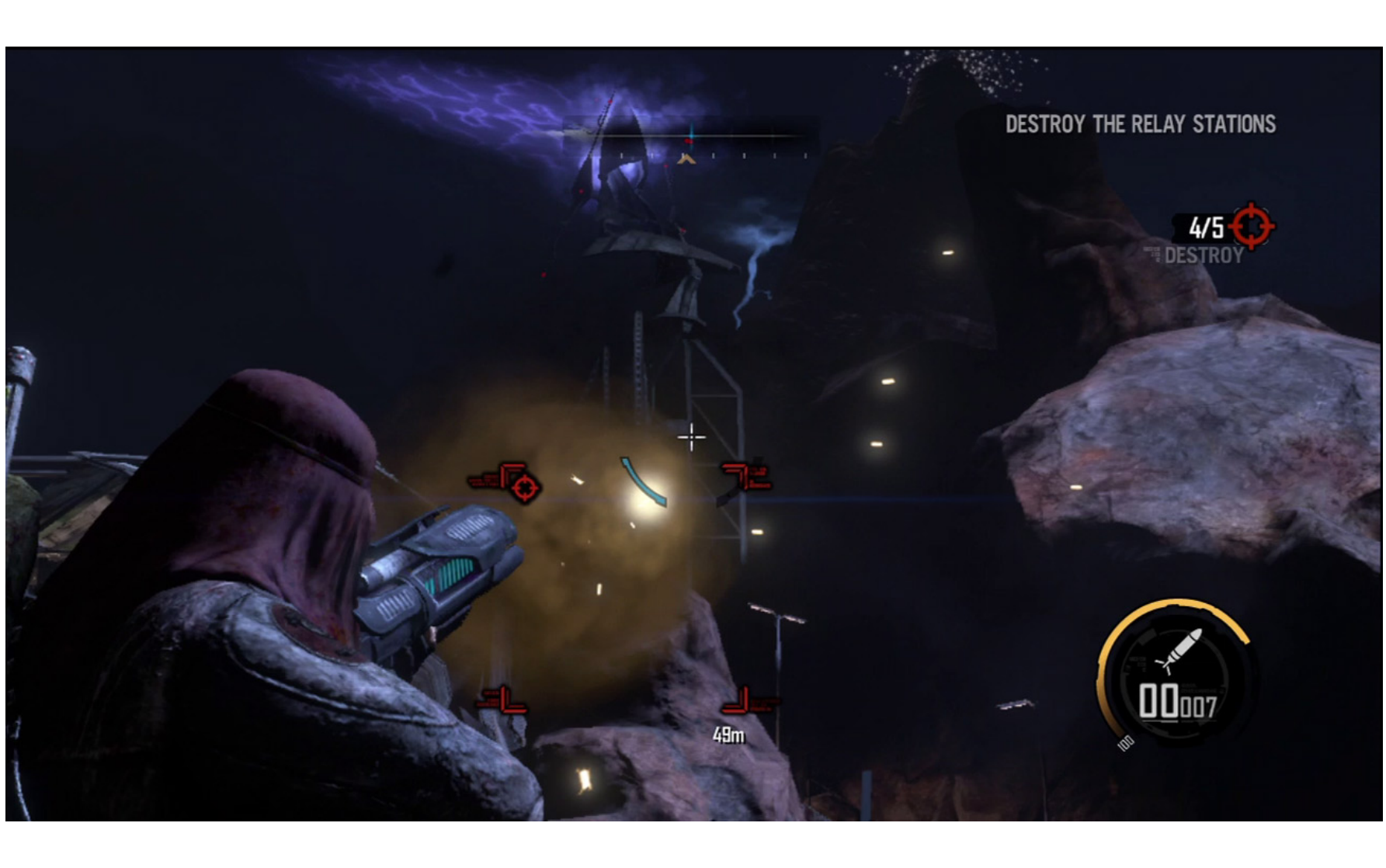
Relay Station 5


DESTROY THE RELAY STATIONS
4/5 DESTROY
4m
04 027

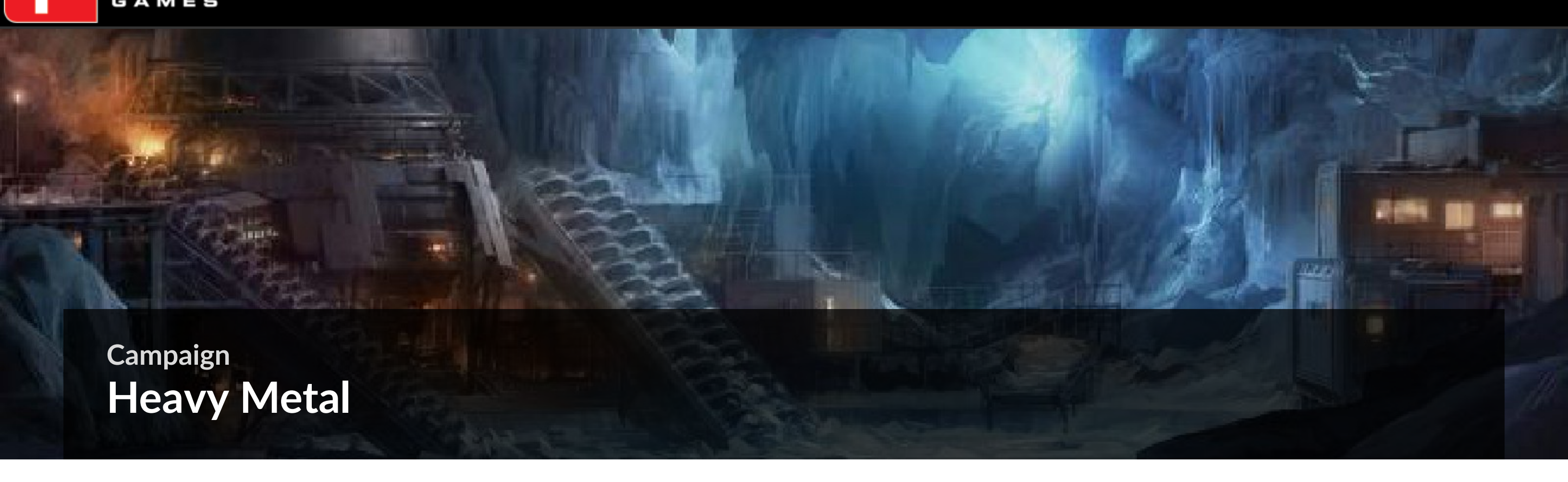
As you cross the bridge to the next area, watch out for damaged sections resulting from the fire fight with the cultists. Repair any damaged pieces of the bridge as you cross and watch for more cultists hiding among the structures ahead. Use the Rail Driver's scope to pinpoint their locations and engage them at long range. At the base of the large structure on the opposite side of the bridge is a damaged upgrade station. Repair the upgrade station and then take a moment to spend some of your hard-earned salvage.


DESTROY THE RELAY STATIONS
4/5 DESTROY
+5 843
00 0 11

The final relay station is heavily defended by a large contingent of cultists, including one operating a SHIVA Exo suit. Before they notice your presence, thin out the resistance by sniping cultists with the Rail Driver. But you can't remain covert forever. Once they begin counterattacking, locate and target the SHIVA with the Rocket Launcher—all it takes is a few hits to bring down this threat. Once the SHIVA is destroyed, eliminate the remaining cultists using your Nano Rifle or the Rail Driver.


DESTROY THE RELAY STATIONS
4/5 DESTROY
49m
00 007

The final relay station can be destroyed from long range using the Rocket Launcher. Target the base of the tower with a couple of rockets to knock it down. But if you want to gather ammo and salvage near the tower, you must cross the nearby bridge. While scouring the area for pick-ups, watch out for any remaining cultists that may have survived your initial attack. Once you're finished gathering ammo and salvage, press the button shown on screen to complete the mission.



Campaign

Heavy Metal

Note

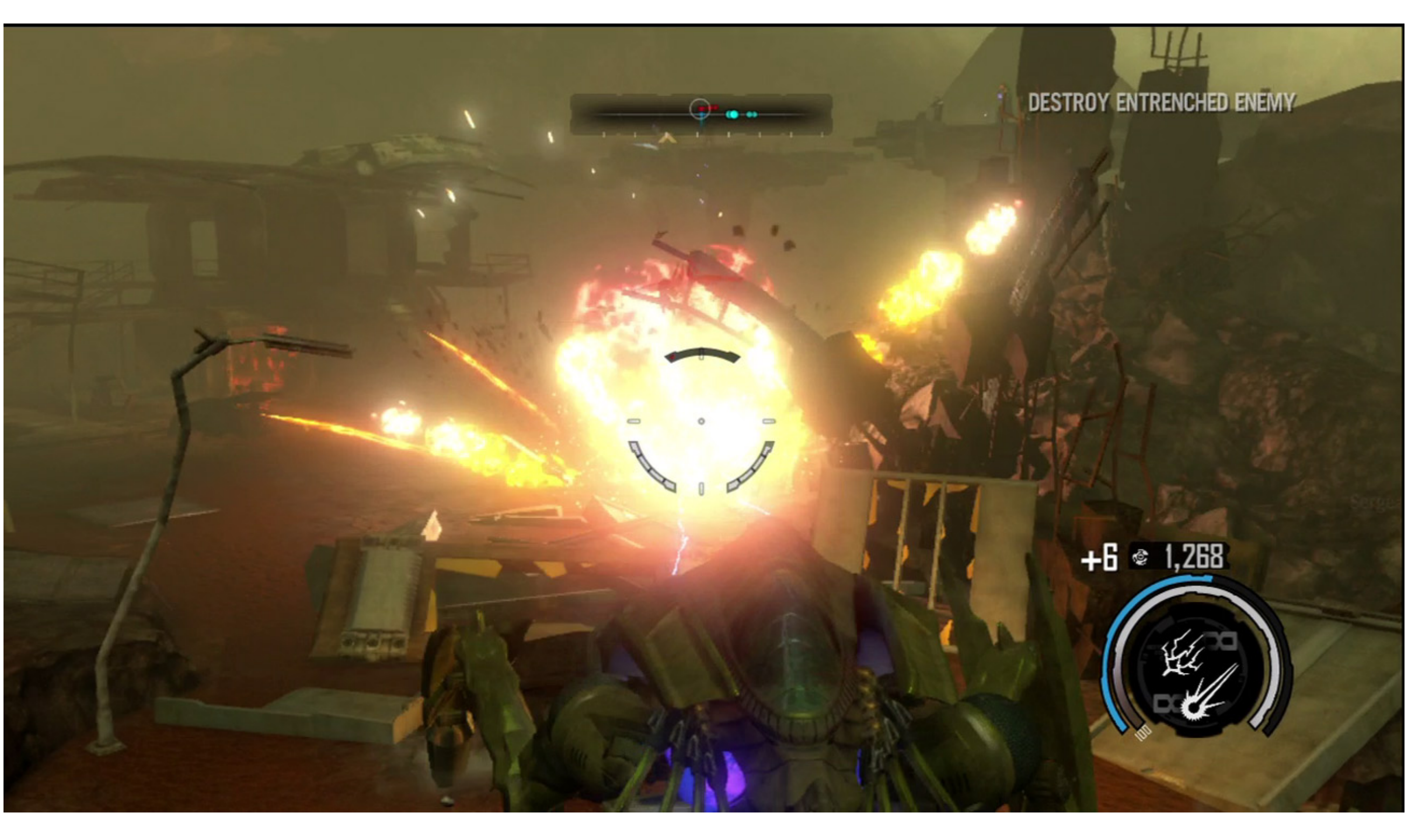
This is strictly a vehicle-based level with no pick-ups or audio logs. Progression is completely linear, requiring no map. If necessary, use the GPS arrows to find your way to the end.

Objectives:

Destroy Entrenched Enemy
Get to the Perimeter Outpost
Clear the Area
Destroy the Walker
Destroy Enemy-Occupied Building
Get to the Cultists
Destroy the Driller

Back at the Red Faction camp, Sergeant Winters and his troops are surprised by an incoming Marauder Scout Walker. But Winters is relieved to find the walker is piloted by Kara. However, soon after Kara's arrival, cultists are spotted occupying the buildings not far from the Red Faction camp. Darius tells Winters to keep his men back at the camp—he'll help Kara in the walker to wipe out the cultists.

New Objective: Destroy Entrenched Enemy



As soon as you gain control, start moving the walker to evade incoming fire. The walker has two main weapons. Press the primary fire button to fire the walker's chain lightning beams. This fires a powerful surge of electricity in the direction of your target. If multiple targets are clustered close together, the lightning can jump from one target to the next. The walker's convergence laser offers even more firepower, great for toppling buildings and other structures. This weapon fires multiple red lasers that eventually converge on your target and explode. Use the chain lightning beams to engage the individual cultists. But be on the look out for a nearby SHIVA too. Use the convergence laser to blast the SHIVA to smithereens. Once the immediate area is clear, Sergeant Winters warns that more cultists are approaching from a tunnel to the south.

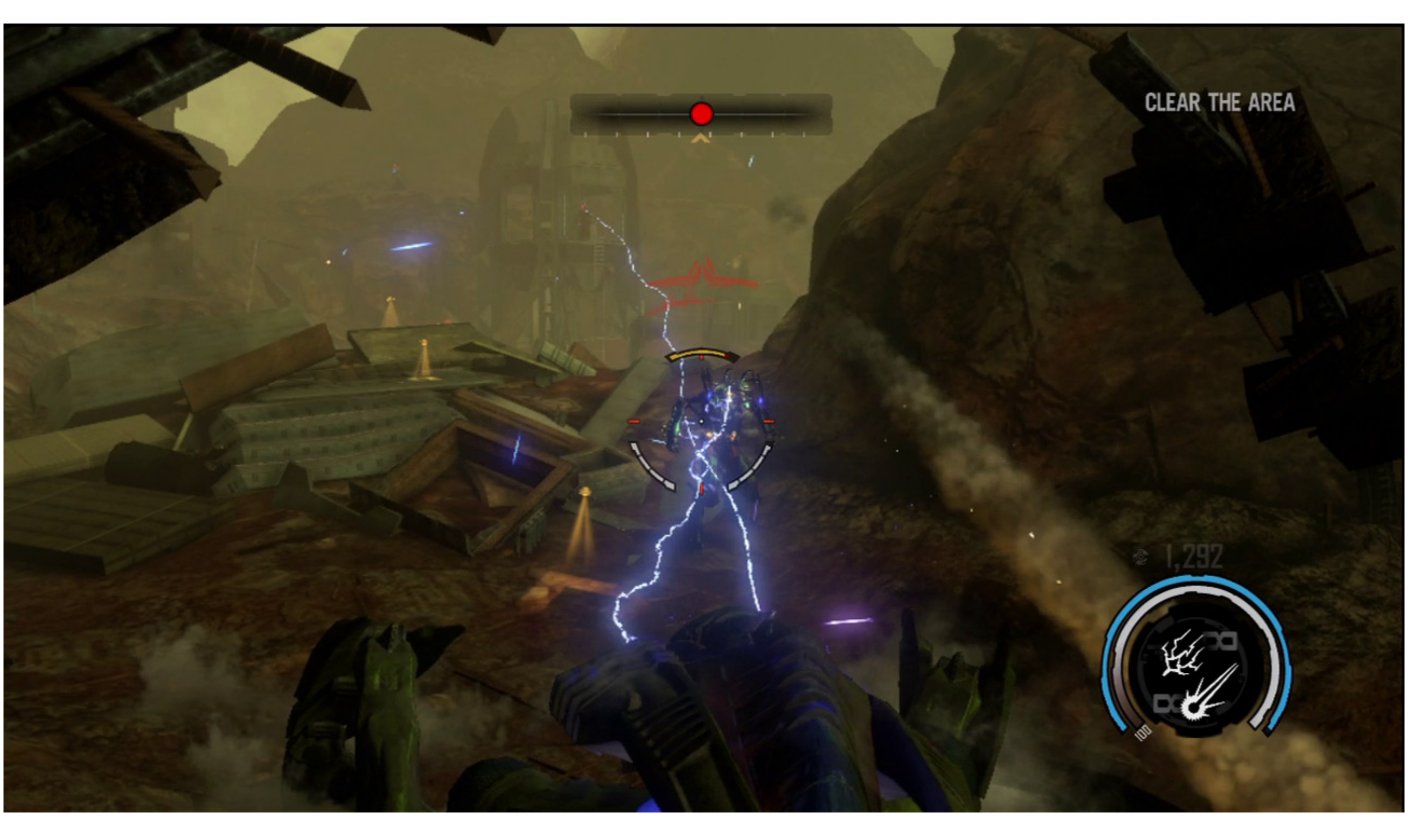
Martian Drive-By

For this achievement/trophy you must kill 100 enemy units with the Scout Walker. There are not enough enemies in this level to unlock this now, but make an effort to kill every enemy you encounter. Check your compass for enemy contacts and annihilate them all!

New Objective:

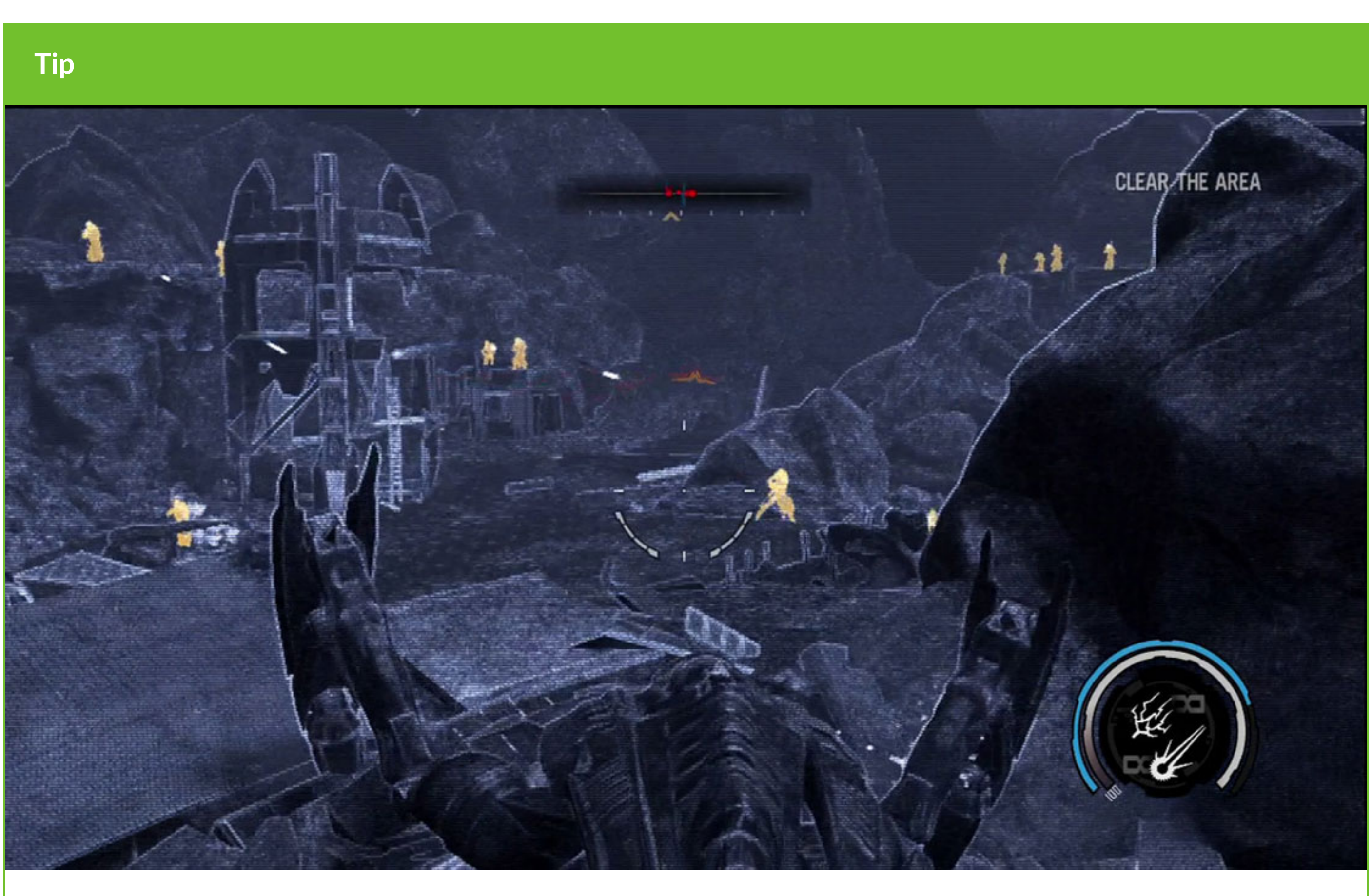
Get to the Perimeter Outpost

Clear the Area



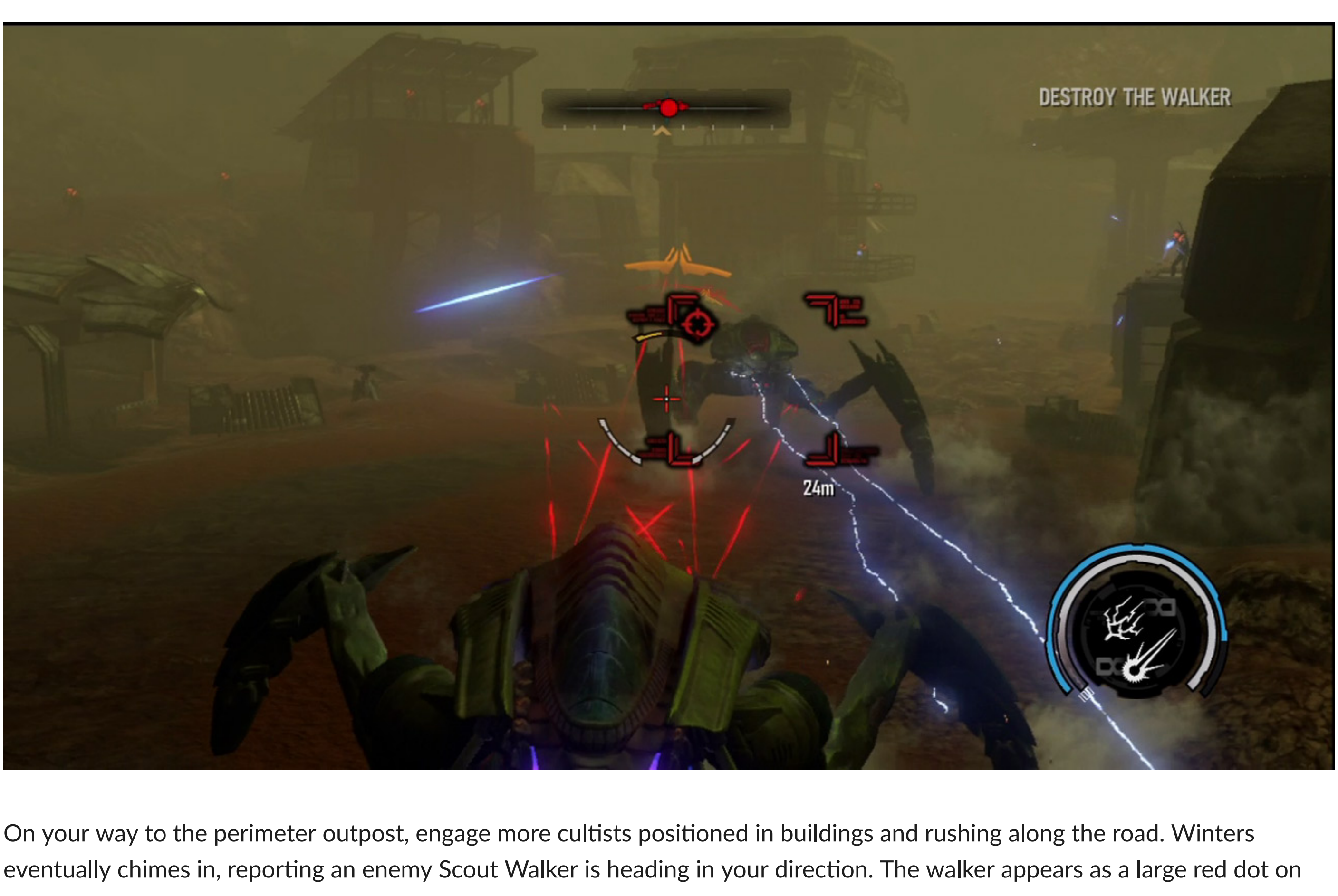
On the way to the clearing ahead, watch out for another SHIVA charging toward you. The walker is capable of performing melee attacks if the SHIVA gets too close for comfort. But it's best to backpedal, keeping your weapons trained on the SHIVA until it explodes. In the clearing ahead, multiple cultists have taken up positions in the buildings and cliffs. Some of these cultists are officers armed with rocket launchers, capable of inflicting heavy damage. It's difficult to dodge the incoming rockets in this walker, so eliminate the shooters as quickly as possible. Follow the rocket smoke trails back to each shooter and vaporize them with chain lightning beams.

Tip



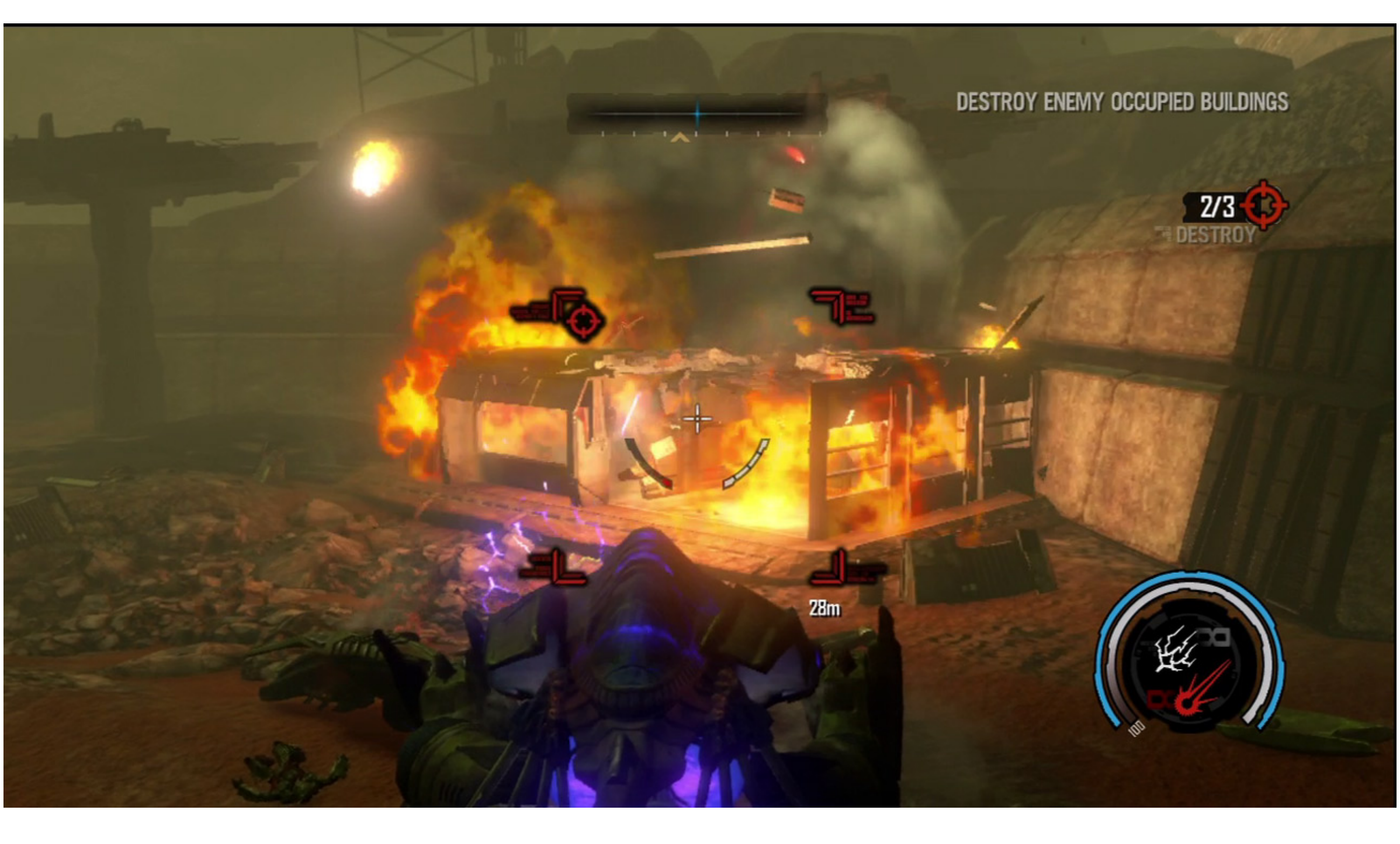
If you're having trouble seeing through the smoke and dust, activate the walker's thermal imaging. Similar to the Rail Driver's scope, this feature highlights each target's heat signature, making them much easier to see.

New Objective: Destroy the Walker



On your way to the perimeter outpost, engage more cultists positioned in buildings and rushing along the road. Winters eventually chimes in, reporting an enemy Scout Walker is heading in your direction. The walker appears as a large red dot on the compass and is equipped with the same weaponry as yours. When the walker comes into view, nail it with a shot from the convergence laser. But even a direct hit isn't enough to take out this threat. As the convergence laser recharges, attack the cultist walker with the chain lightning beams. Then once the convergence laser is charged, hit the enemy walker again. Continue firing while moving laterally. This makes it more difficult for the cultist walker to hit you. It may also save you from getting slammed by a convergence laser hit.

New Objective: Destroy Enemy-Occupied Buildings

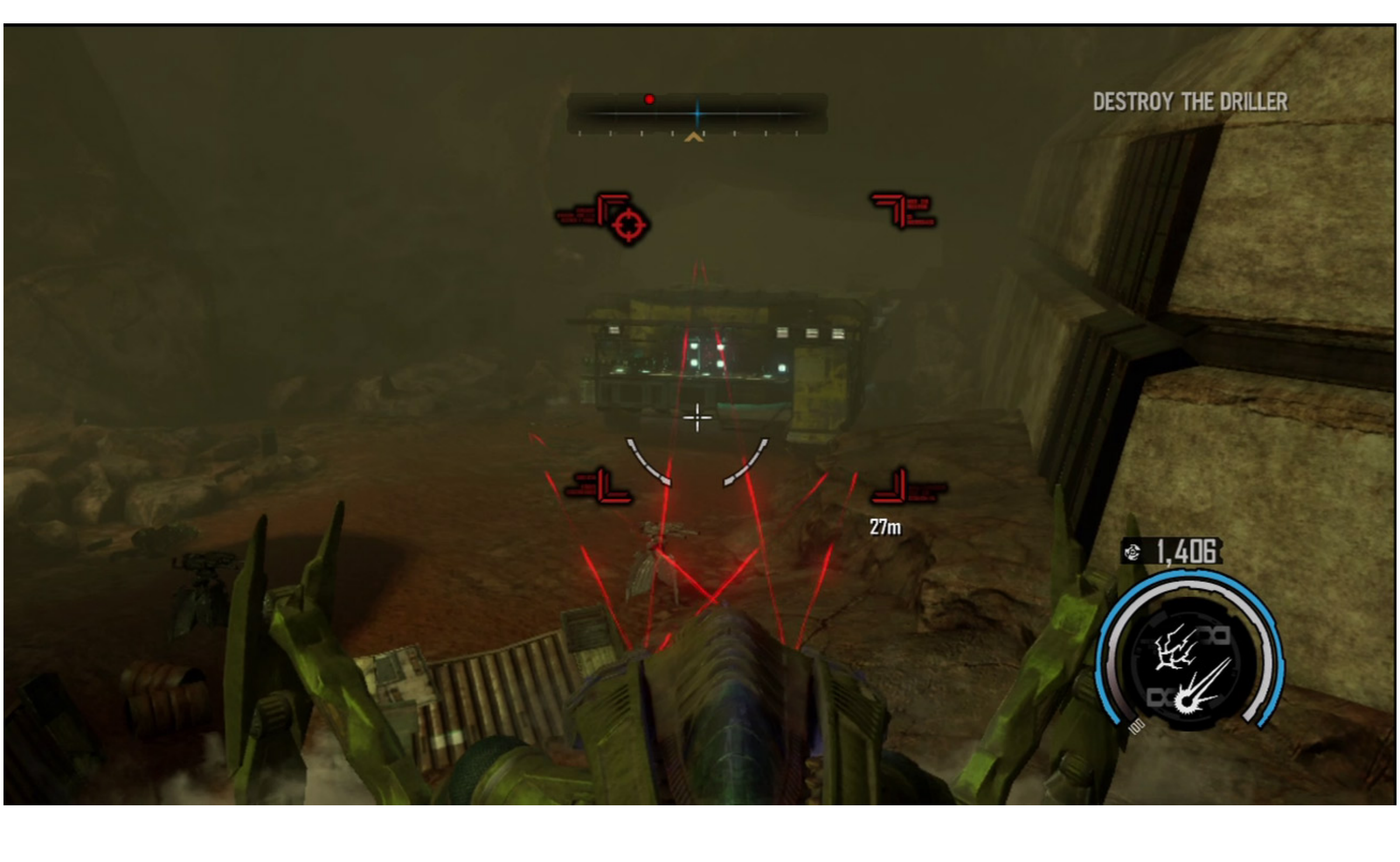


Once the walker is destroyed, focus your fire on the cultists in the area. Demolish the surrounding buildings with the convergence laser. There are three enemy-occupied buildings you must destroy in this fashion. When targeting the two tall buildings, blast the center or base until each structure topples. A smaller one-story structure is located on the right. This can take a few more shots to destroy, as it's less likely to collapse under its own weight. Keep blasting it with the convergence laser until the objective is complete and all three buildings are nothing more than a pile of debris.

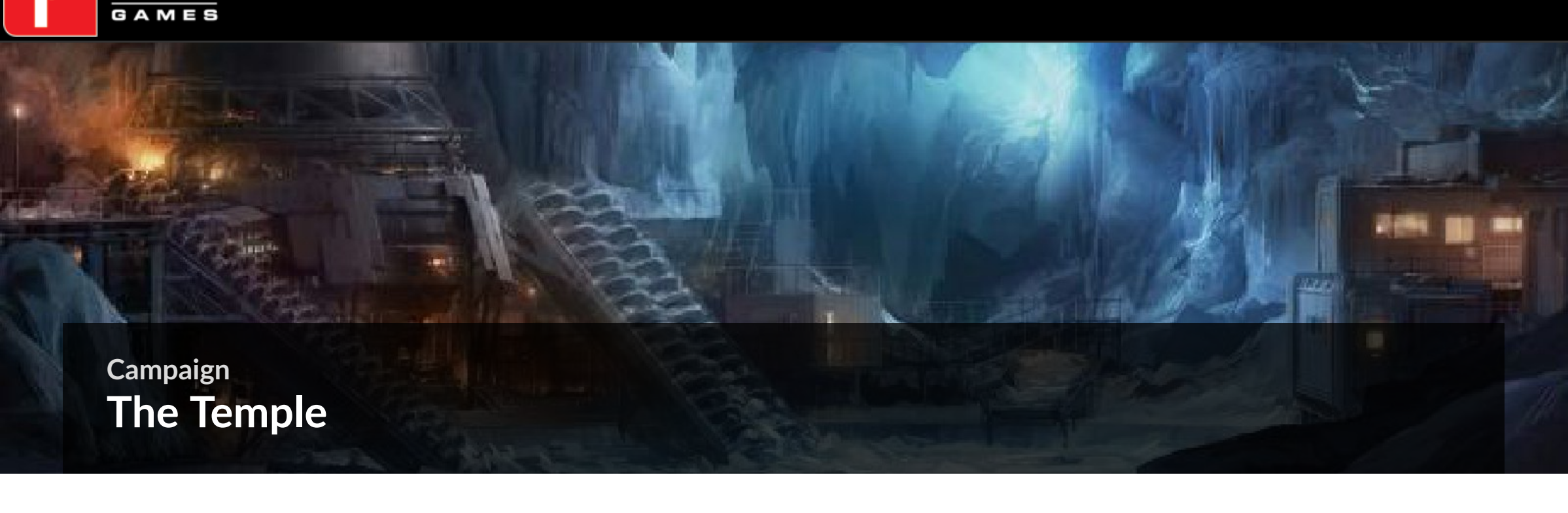
New Objective:

Get to the Cultists

Destroy the Driller



More cultists have assumed defensive positions in the clearing ahead. But for now, ignore the cultists in the buildings and target the SHIVA. Hit the SHIVA with the convergence laser, then follow up with the chain lightning beams until it explodes. Next, pick off the cultists in the surrounding buildings, prioritizing the officers equipped with rocket launchers. Just around the corner to the right, Darius notices the cultists are using an excavator in an attempt to carve a tunnel in the direction of the Red Faction camp. Winters needs you to take out that excavator before they can break through. One shot from the convergence laser is more than sufficient to disable the excavator, saving Winters' troops from a flanking attack. With the excavator down, Darius tells Winters that he and Kara are headed for the temple. It's time to find Adam Hale. . .



Campaign

The Temple

Icon	Name	Description	Gamerscore	Trophy
	Family Business	Defeat the Mantis.	20	Bronze

Objectives

Hold Off Hale's Attack
Escape the Dig Site
Repair the Generators
Destroy Hanging Generator
Defeat Hale
Drop Object on Walker

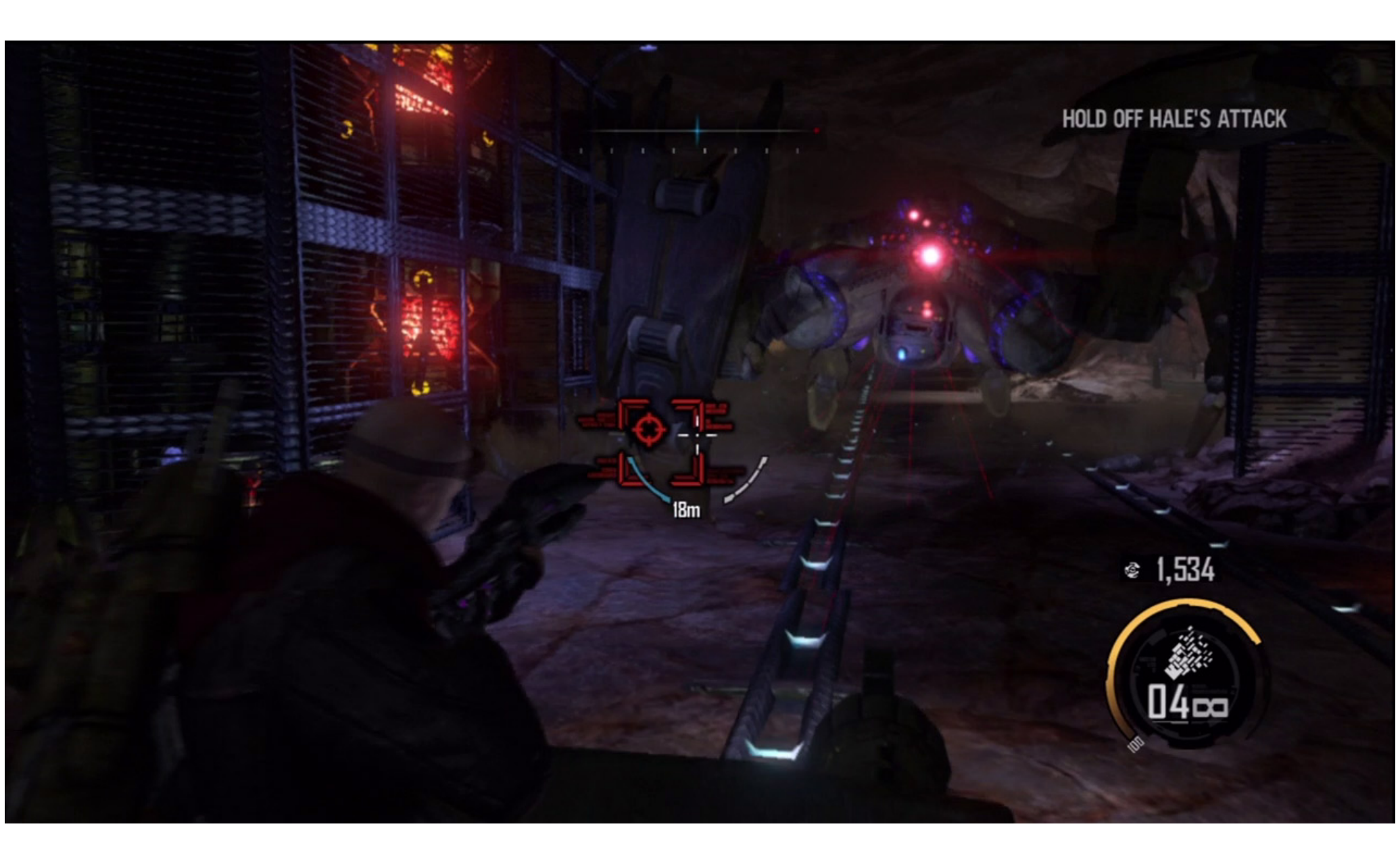
Note

This is strictly a vehicle-based level with no pick-ups or audio logs. Progression is completely linear, requiring no map. If necessary, use the GPS arrows to find your way to the end.

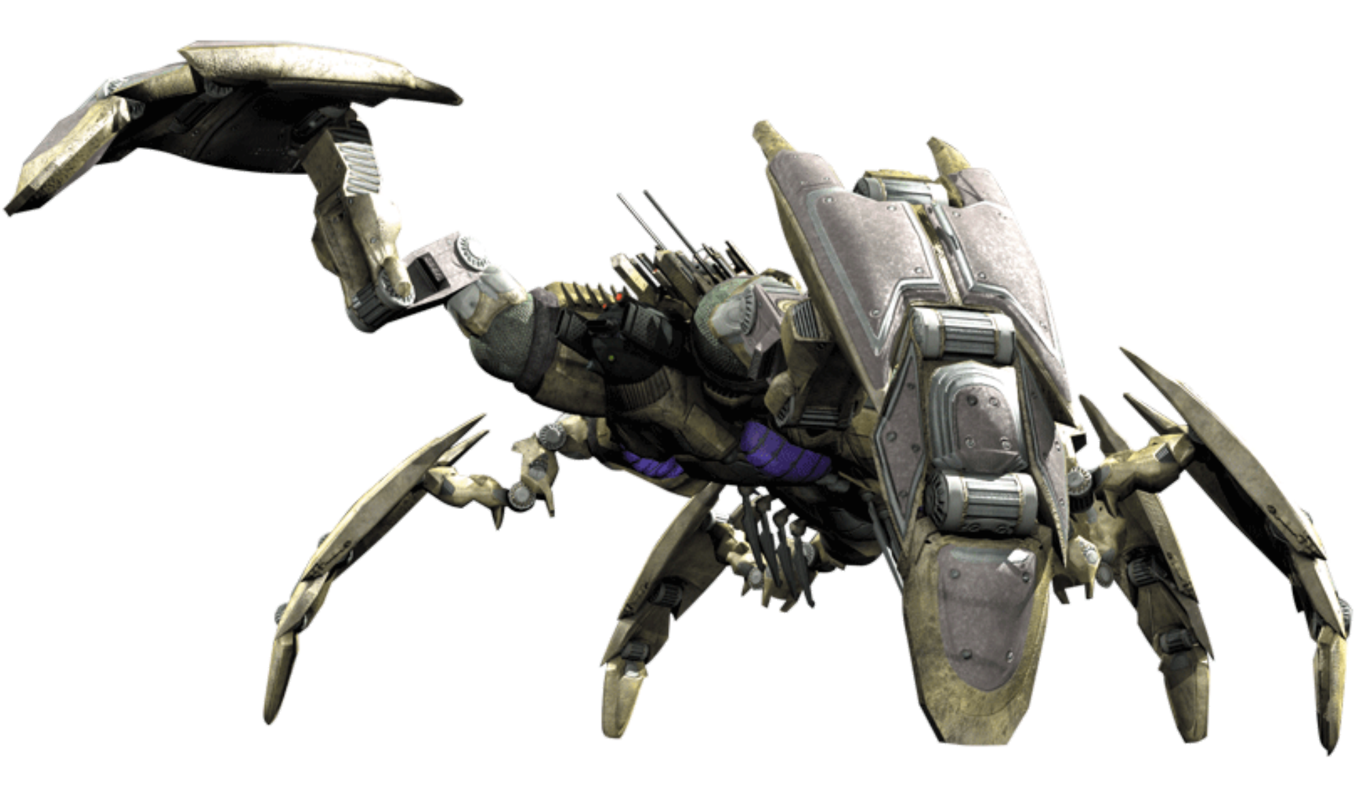
Shortly after arriving at the temple dig site, Kara notices an Ultor survey pod on a wall. The Ultor scientists knew about the alien creatures all along. If that's the case, the Marauder archives may hold critical information on containing this outbreak. Deeper into the temple, Darius comes across some sort of ceremony conducted by none other than Adam Hale. A subdued berserker is controlled by a couple of Hale's men. Kara and Darius watch silently from a nearby cliff as Hale preaches to his followers. It looks like Hale is trying to use the creatures to eliminate his enemies.

Darius decides to put a stop to this madness by taking aim at Hale. But as he's about to pull the trigger, the cliffside gives way beneath his feet, causing him to fall, disrupting Hale's gathering. The commotion startles the berserker, causing the creature to break free, knocking cultists through the air. As chaos ensues, Darius scrambles to his feet, attempting to reach his rifle while dodging Hale's pistol shots. Unable to get a clear shot himself, Darius has no choice but to escape in a nearby mining cart. But Hale isn't willing to let Darius slip away this time. . .

New Objective: Hold Off Hale's Attack



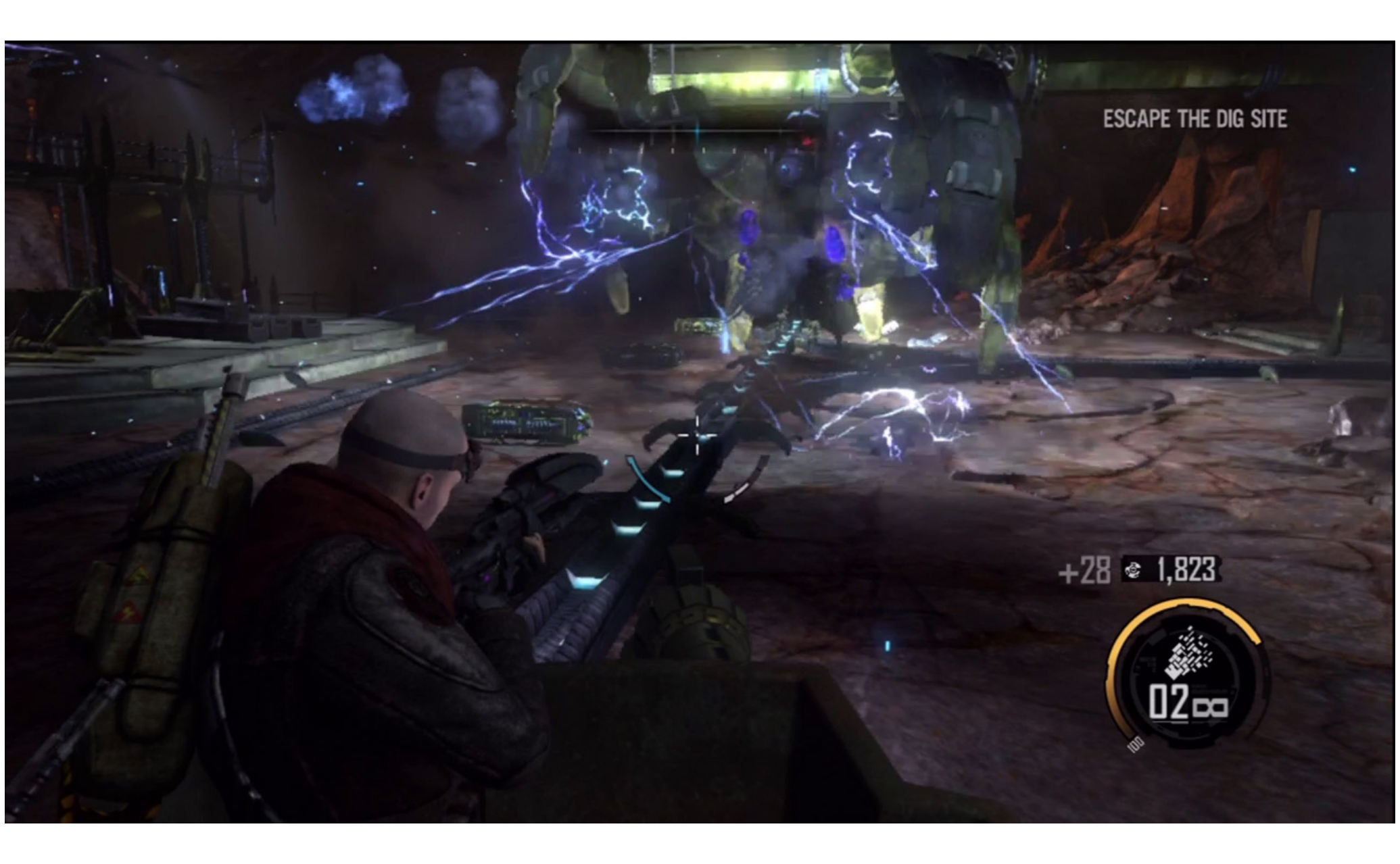
As Darius escapes in the mine cart, Hale pursues in a Mantis Heavy Walker. Your weapons are no match for the walker's powerful shields. However, S.A.M. suggests targeting the junction boxes flanking the track. The electricity released from the exploding boxes is enough to temporarily short-circuit the walker, slowing it down. This task is easiest with the Assault Rifle, but most of your weapons are capable of destroying the junction boxes. For best results, wait until the walker is close to a junction box before blowing it up. Accuracy counts during this sequence. If you fail to slow down the walker by destroying the junction boxes, it will catch up and knock over the cart, forcing you to restart the sequence from the last checkpoint. Make each shot count and don't panic. After destroying a box, reload your weapon and then focus on the next junction box.



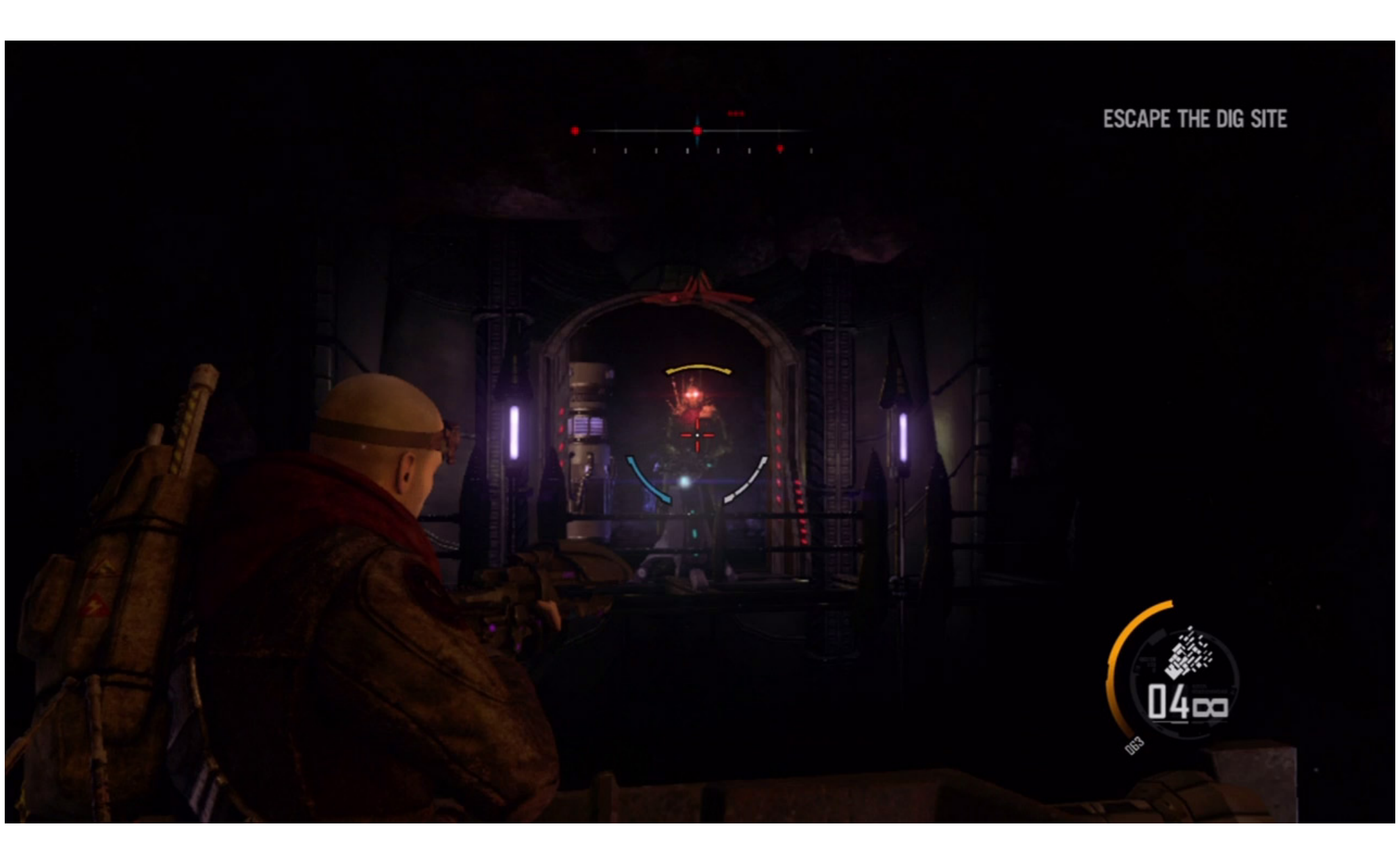
Note

While riding in the mine cart, you have unlimited ammo for all weapons. However, you must still reload. Time your reloads carefully so you don't miss hitting a critical junction box.

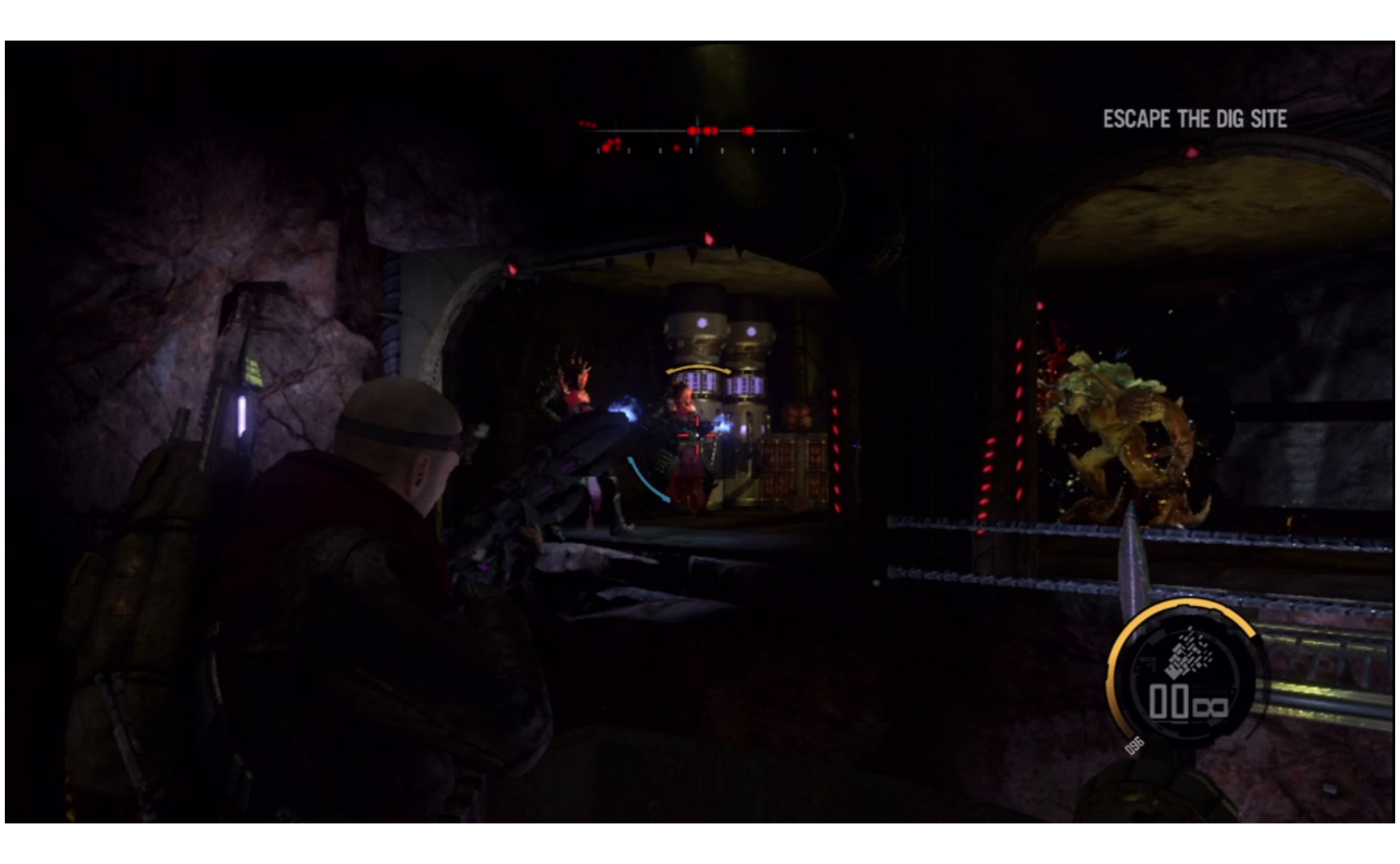
New Objective: Escape the Dig Site



Eventually Hale's walker falls behind and out of sight as a large metal door closes behind the mine cart. Turn around and face forward to engage cultists positioned alongside the track. Keep an eye on your compass to spot the appearance of hostile units. Instead of shooting the cultists directly, target nearby red barrels to trigger large explosions. As the cart negotiates a turn, Hale's walker reappears behind you. Once again, target the junction boxes on the side of the tracks to slow down the walker.

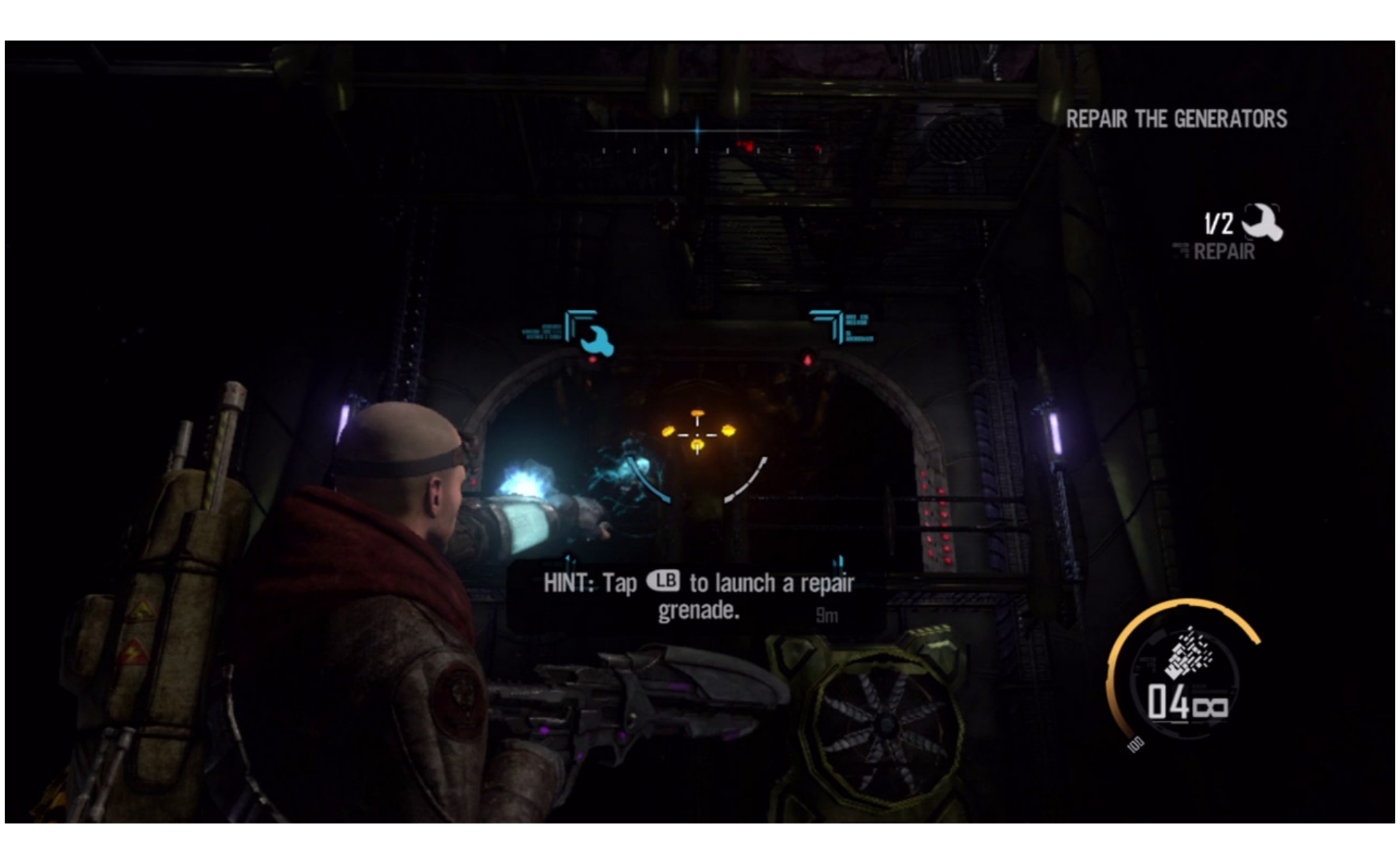


The cart eventually passes through another doorway and into a lift system. As the cart rotates and then ascends the shaft, Darius tells S.A.M. to contact Kara. If he gets out of this alive, he'll need a ride. As the lift rises through the shaft, you come under attack by cultists on the perimeter. Study the compass to determine which side of the shaft you're being attacked from, then rotate to return fire. The Nano Rifle is the quickest way to eliminate these hostiles. Target them directly, shoot nearby red barrels, or disintegrate the catwalk flooring beneath their feet, causing them to plummet to the bottom of the shaft. At one point you come under attack by a turret. Quickly spin to face the turret and retaliate. You can destroy the turret by shooting it with your Nano Rifle.



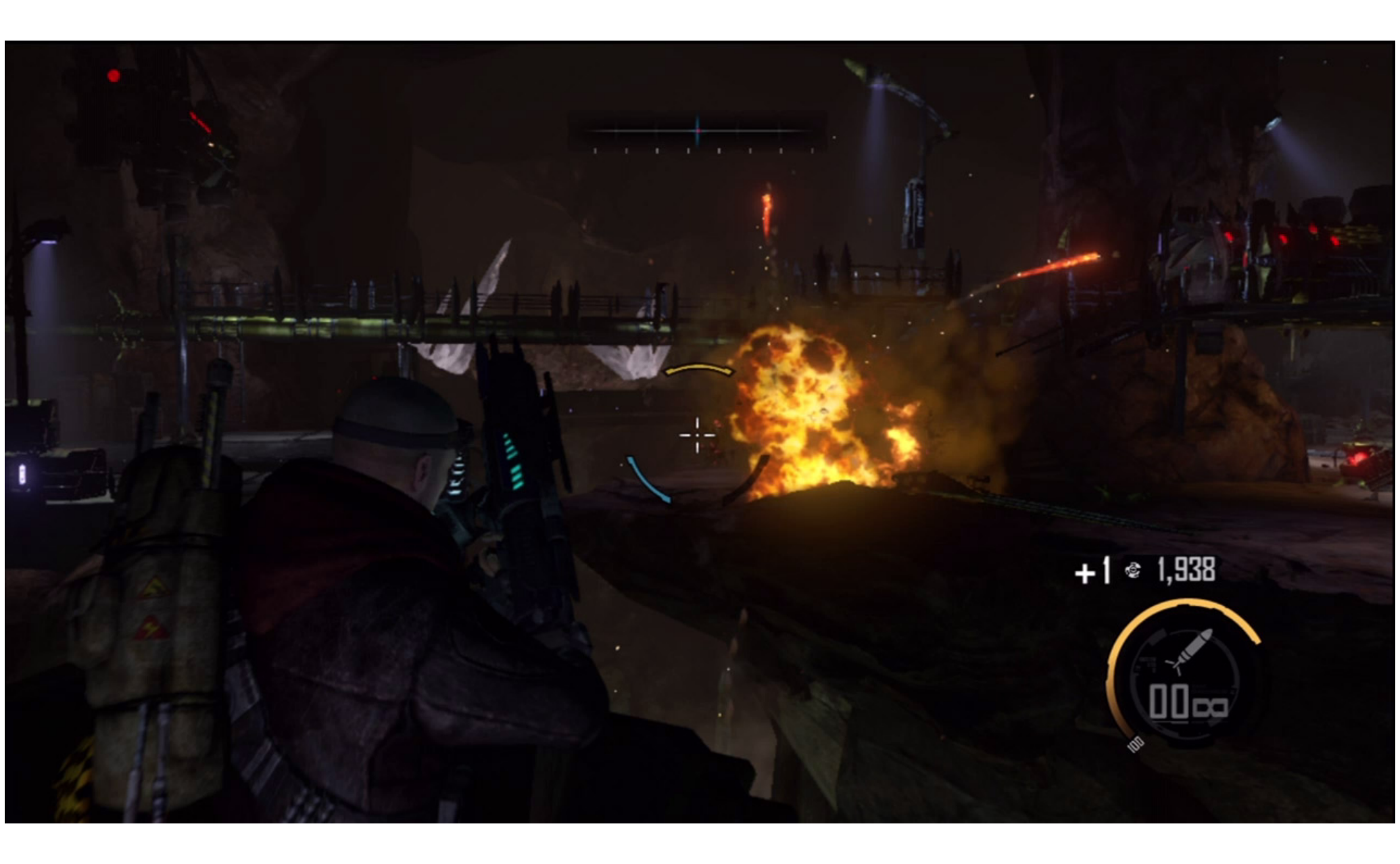
At the top of the shaft, four cultists battle a berserker. In this fight, take the side of the berserker and pick off the cultists. Meanwhile, S.A.M. reports that the damaged junction boxes have caused a malfunction. Suddenly, the lift violently drops down the shaft. A few seconds into the rapid descent, the auxiliary power sources engage, causing the lift to rise again. During the second ascent, Kara reports in, but her transmission is cut short. Meanwhile, focus on targeting the cultists positioned along the shaft's perimeter. Back at the top of the shaft, the lift comes to a stop in front of a large set of metal doors. The power supplies for the doors have been damaged and must be repaired.

New Objective: Repair the Generators



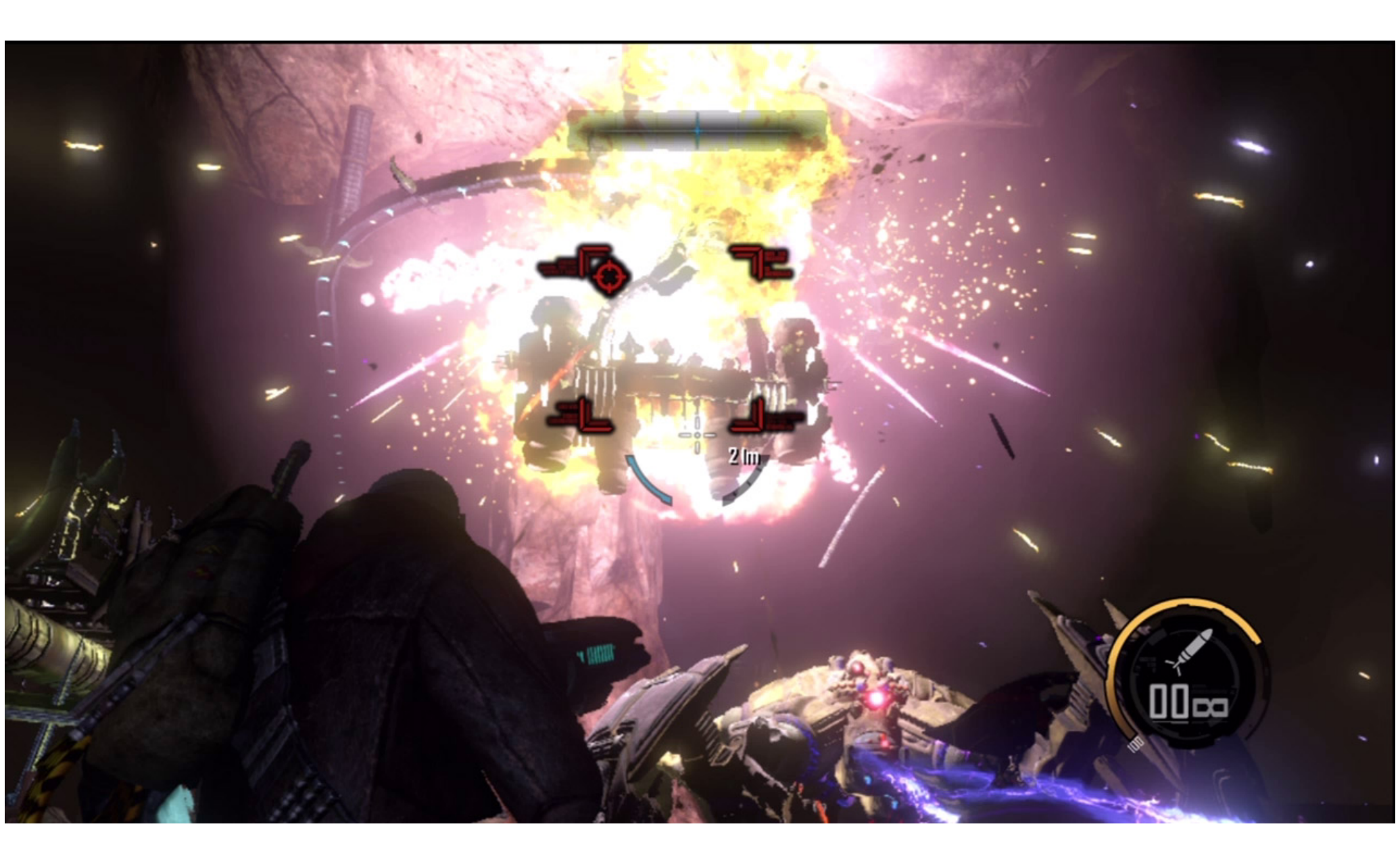
HINT: Tap LB to launch a repair grenade.

The doors are powered by two generators flanking the shaft. Turn to face the blue bracketed location marked on the HUD and fire a repair grenade at each target. Usually, one repair grenade is enough to repair each generator. But if the blue brackets still appear around the generator, it is not fully repaired—fire another repair grenade to complete the job. Once both generators are repaired, the doors open and the cart resumes moving along a new track.

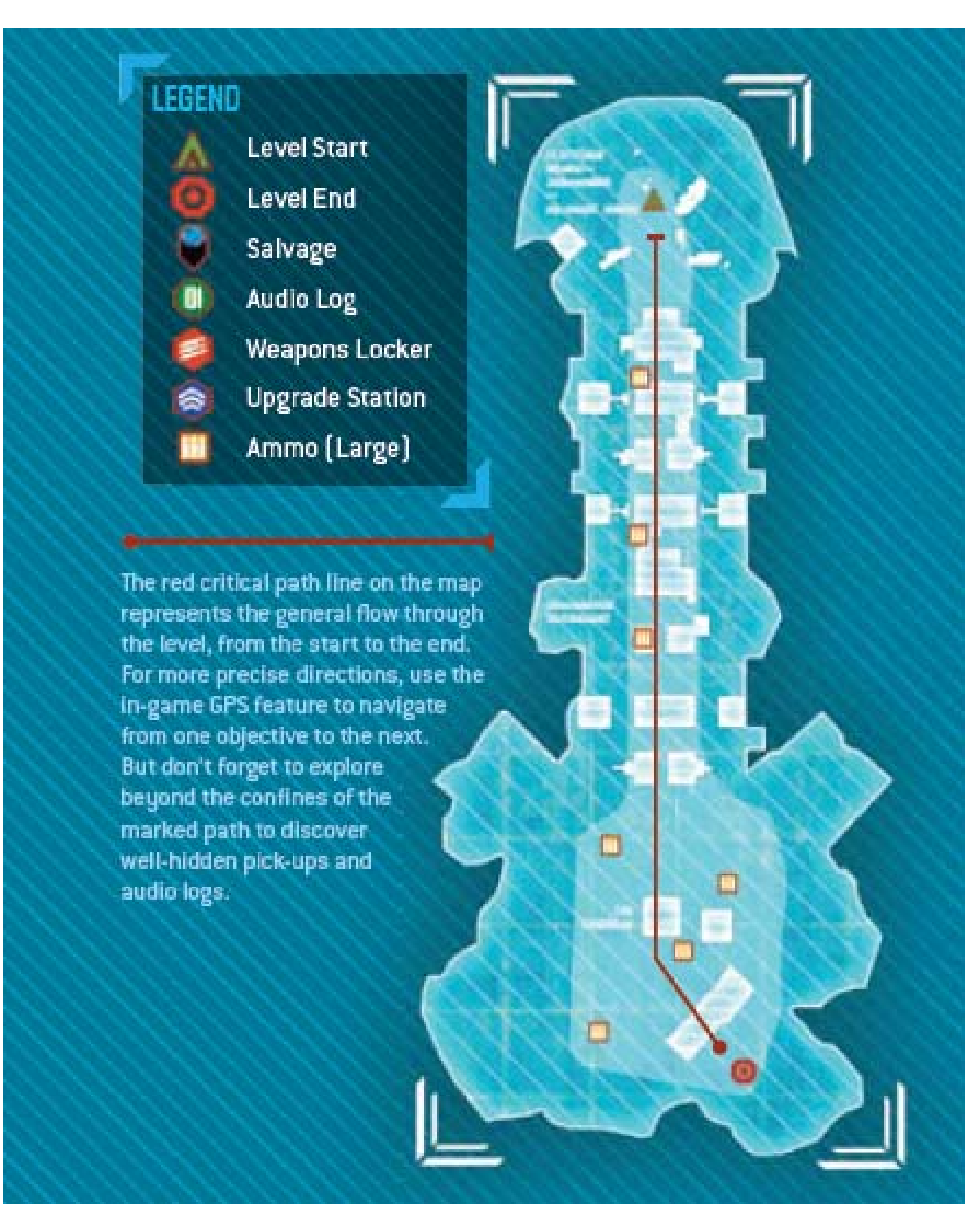


After exiting the shaft, attack the cultists positioned along the track. Any targets you miss are soon trampled by Hale's walker. But this time the walker is unable to follow you as the narrow track traverses a deep chasm. Turn away from the walker and engage the cultists on the platforms ahead. The Rocket Launcher works well here, allowing you to lock on and hit targets while on the move, with explosive results. Remember, you have unlimited rockets, so cut loose! Eventually the mine cart comes to a stop, just as Hale's walker catches up.

New Objective: Destroy Hanging Generator



Soon after the mine cart stops, look up and target the large generator suspended from the ceiling. One hit with the Rocket Launcher causes the massive piece of machinery to drop onto Hale's walker. Damaged, the walker soon plummets into a deep chasm just as the mine cart resumes moving. But this ride isn't over yet. Continue scanning for cultists along the cavern's perimeter and keep firing rockets to annihilate them. As you enter a new tunnel, Hale's walker emerges from the chasm and resumes the chase. There are no junction boxes positioned along the track at this point, so you can't slow the walker. But it also won't catch up, so ignore the walker for now and focus on the cultists until a cutscene is triggered.

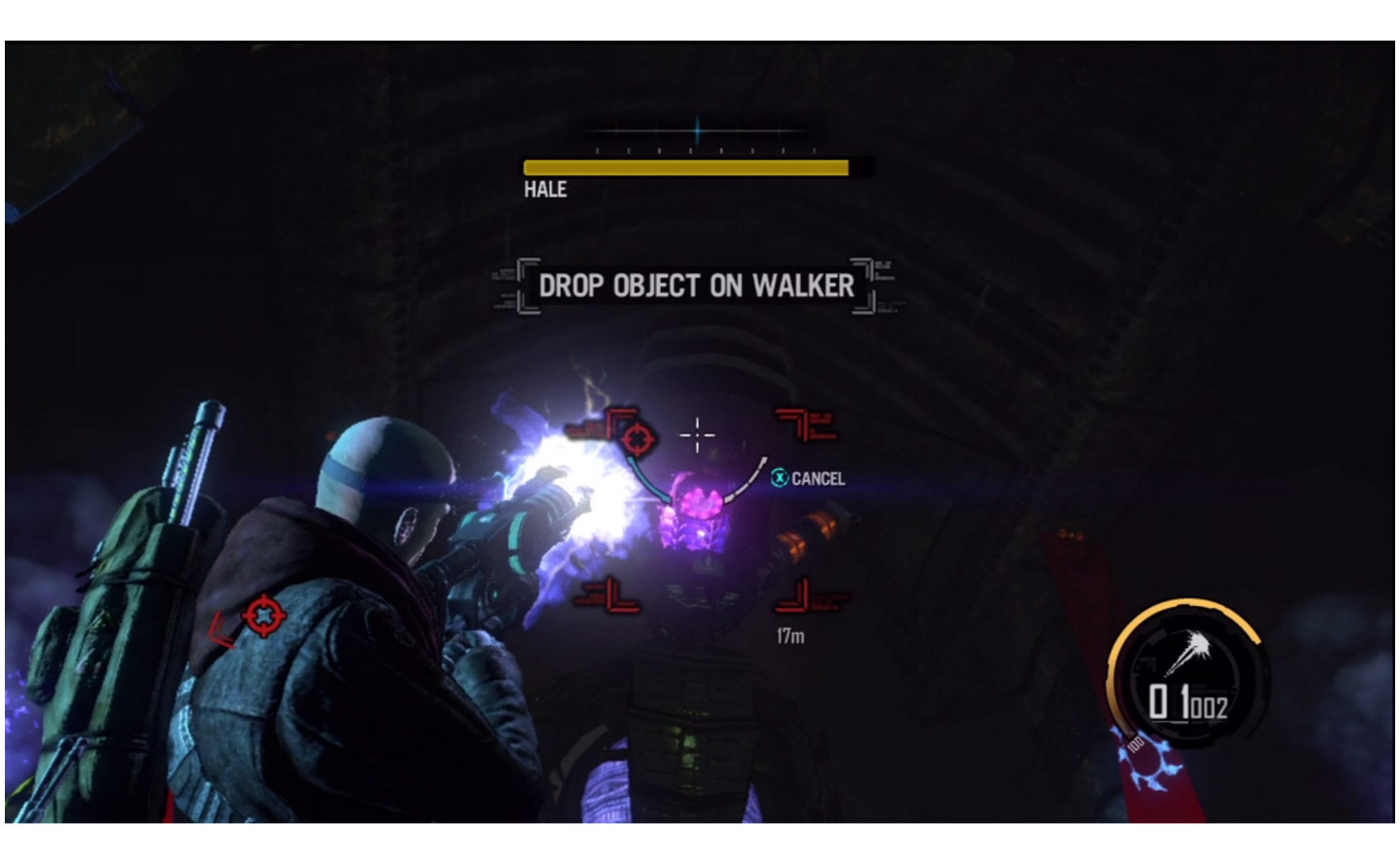


The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

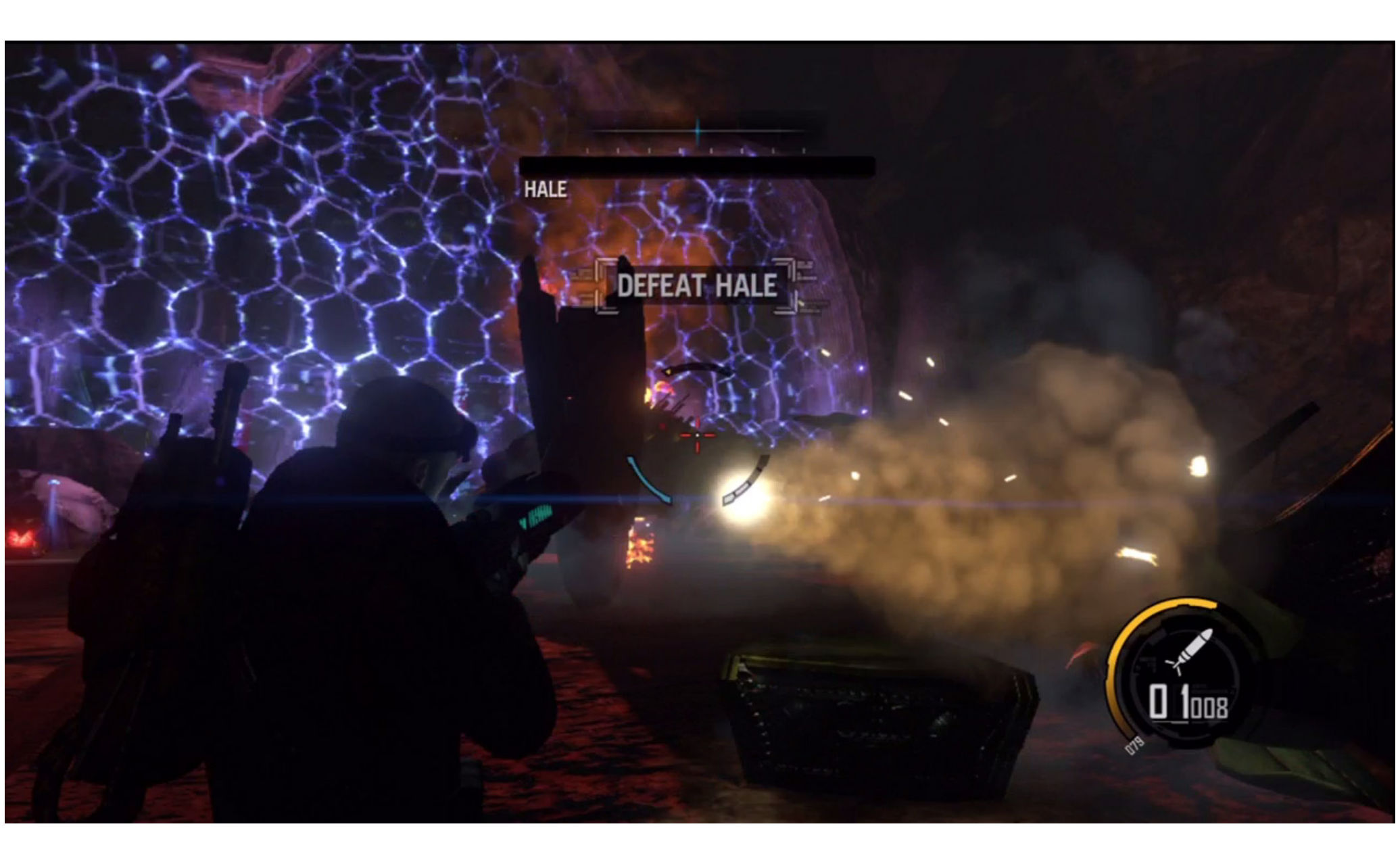
New Objective:

Defeat Hale

Drop Object on Walker



In the following cutscene, Darius finally abandons the mine cart as it reaches the end of the tracks near the temple's entrance. Hale continues his pursuit, crashing the walker through the temple's narrow doorway. As you regain control, grab the Plasma Cannon near the scaffolding, then begin backpedaling away from Hale's advancing walker. If the walker's legs even glance you, it's game over, so keep your distance. S.A.M. reports that the walker's shields are down, so your weapons can inflict some minor damage. But there's a better way to stop Hale. As you back up toward a large force field, look up to spot the generator powering it. Once the walker is beneath the generator, target the generator with your Plasma Cannon. This causes the generator to dislodge and fall on the walker, inflicting heavy damage. This also disables the force field, giving you more room to maneuver.

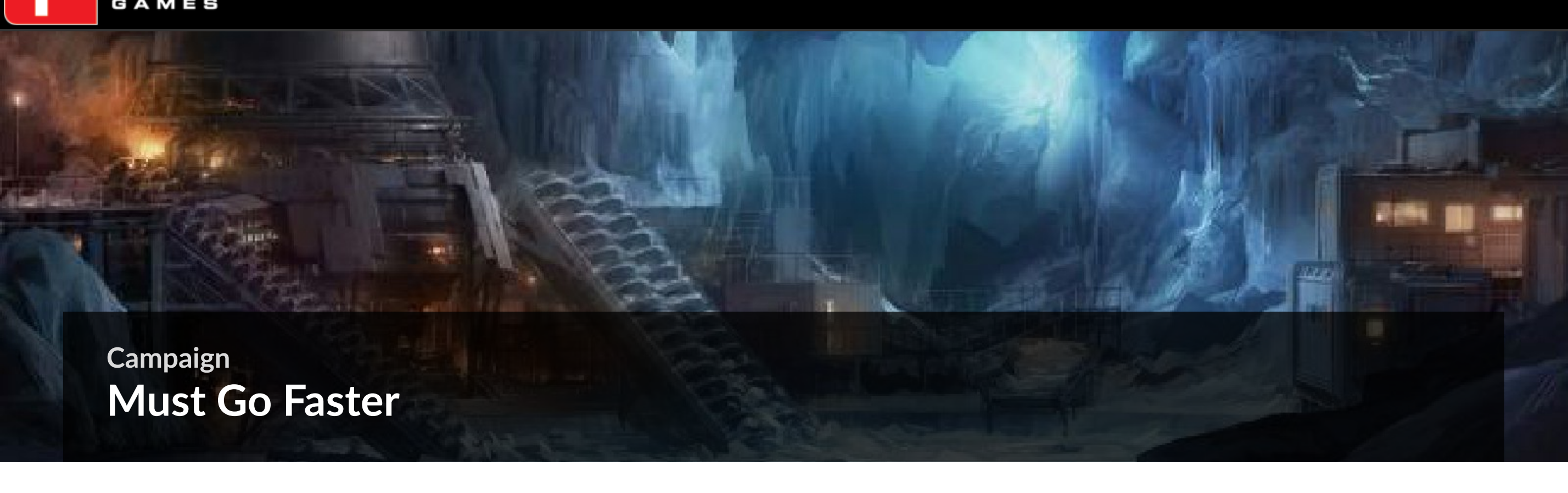


Retreat deeper into the temple passage, backing up to another force field. Keep an eye on the walker and be ready to dodge out of the way as it fires its homing missiles in your direction. Once the walker is beneath the next force field generator, dislodge the generator with another shot from the Plasma Cannon. Repeat the same steps as you enter the final section of the passage, smashing Hale's walker with a third generator suspended from the ceiling. By now the walker is heavily damaged, but it may not be destroyed. Circle strafe around the walker firing your Plasma Cannon or Rocket Launcher until it's down for good.

Family Business

This achievement/trophy is awarded immediately after defeating Hale's walker.

In the cutscene following the fight with Hale's walker, Darius is swarmed by cultists advancing on his position, but he has nowhere to go, as the temple door is sealed shut. Suddenly, the doors crash open and Kara's walker emerges, opening fire on the cultists. After Kara clears out the first wave of cultists, Darius climbs aboard and the two escape the temple. But they're not safe yet. . .



Campaign

Must Go Faster

Icon	Name	Description	Gamerscore	Trophy
	Martian Drive-By	Get 100 kills in the Marauder Scout Walker.	15	Bronze
	Must Go Faster	Travel to the Marauder homelands.	15	Bronze

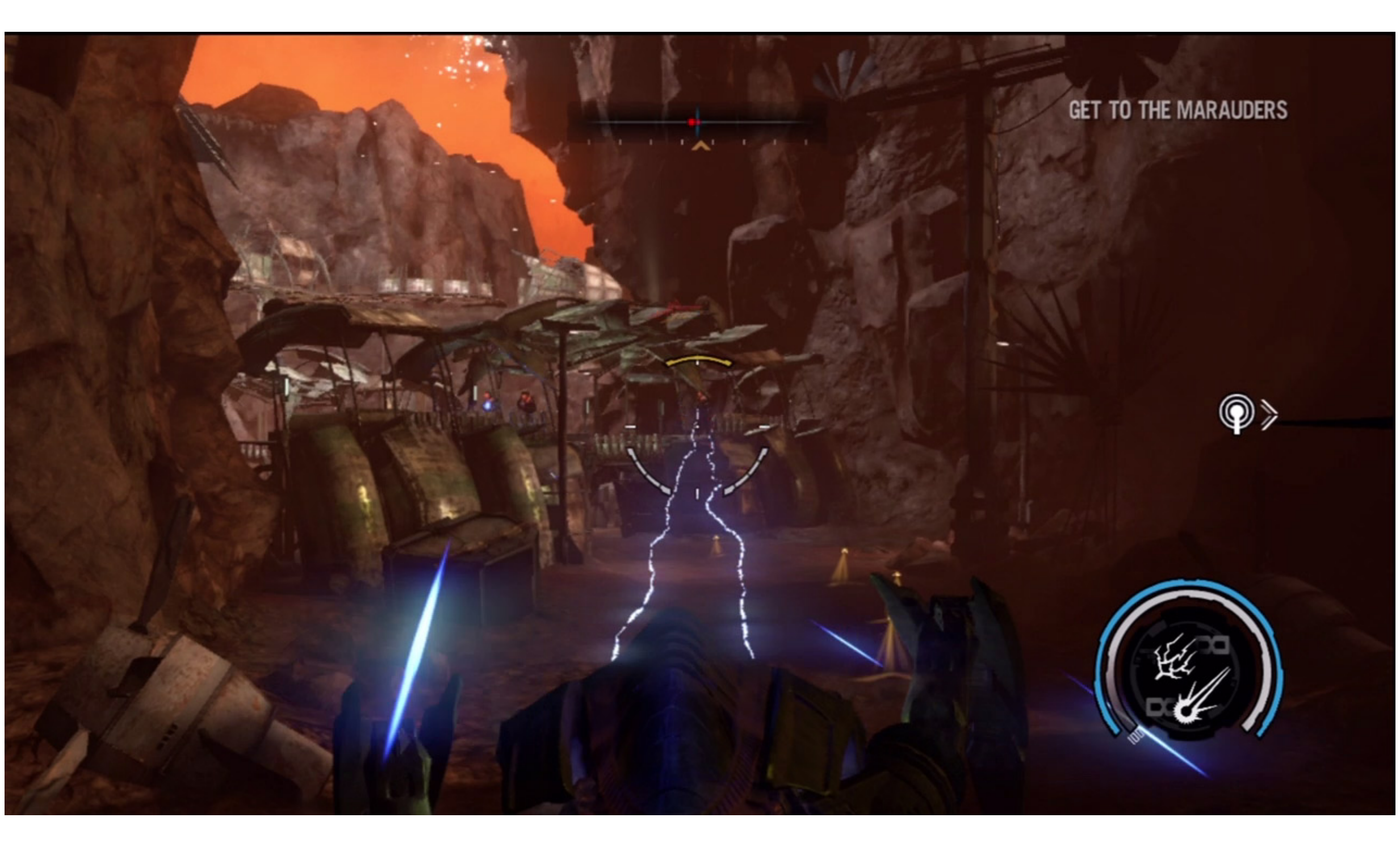
Objectives

Get to the Marauders
Destroy the Generators
Get to Kara's Homeland

Note

This is strictly a vehicle-based level with no pick-ups or audio logs. Progression is completely linear, requiring no map. If necessary, use the GPS arrows to find your way to the end.

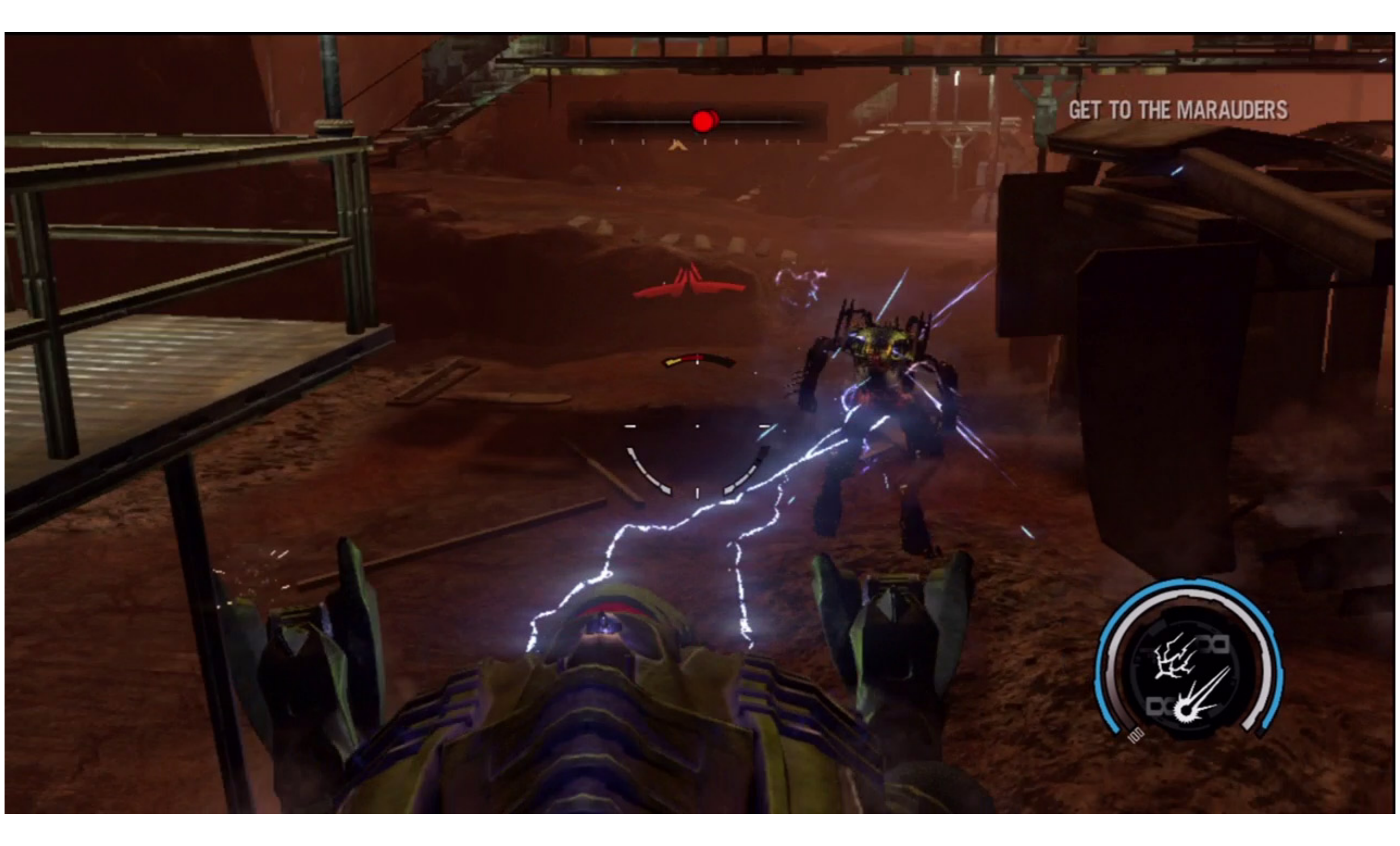
New Objective: Get to the Marauders



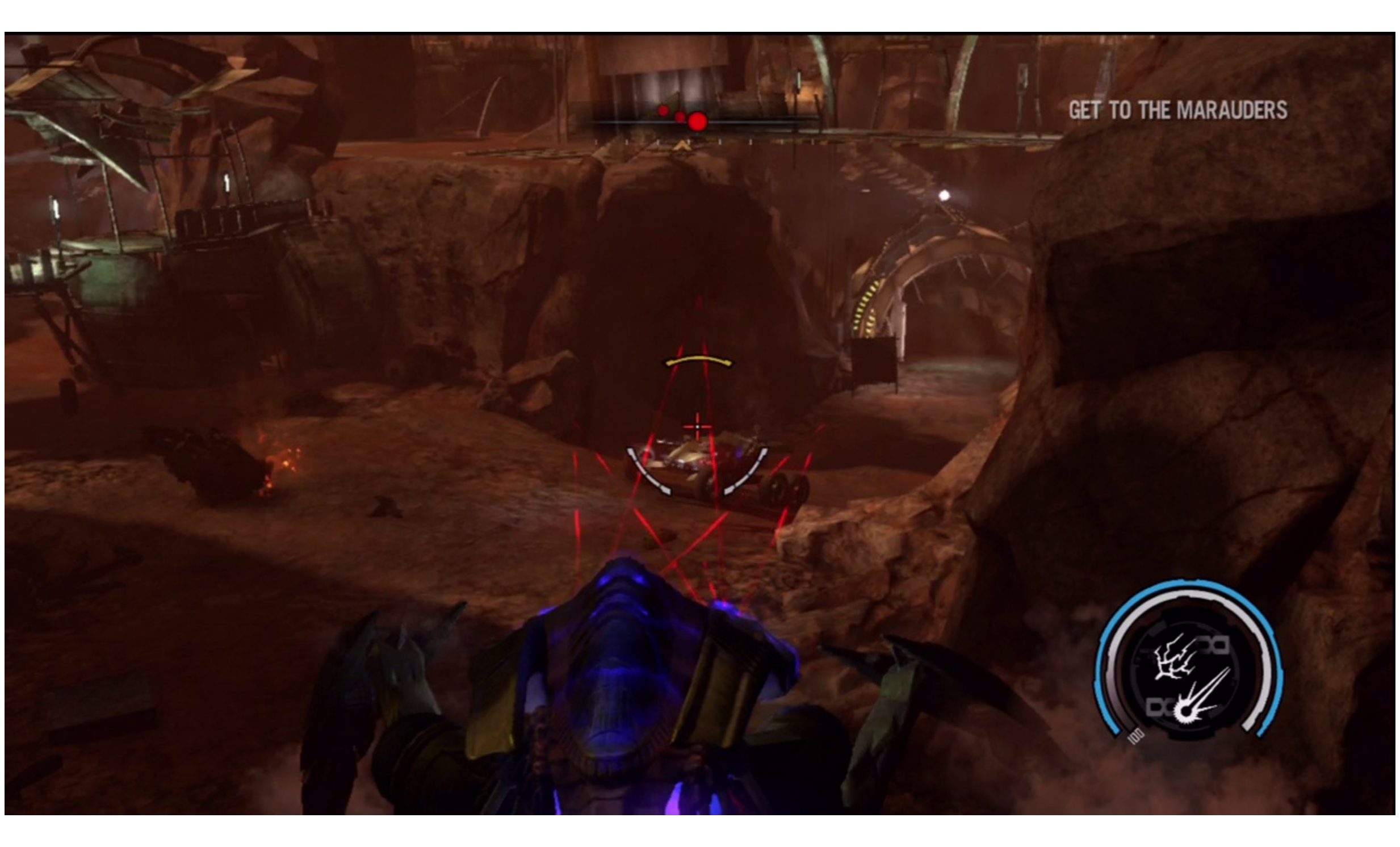
Following the escape from the temple, Kara is determined to get to the Marauder archives. Ultor scientists knew about these creatures, so perhaps their mainframe may contain more information on eradicating them? But the path through Bradbury Canyon won't be easy—the cultists have established several defensive positions ahead. Fortunately, you have the firepower of the Scout Walker at your disposal. Approach the first structure and pick off the cultists using the chain lightning beams. If structures get in your way, simply blow them to bits with the convergence laser.

Martian Drive-By

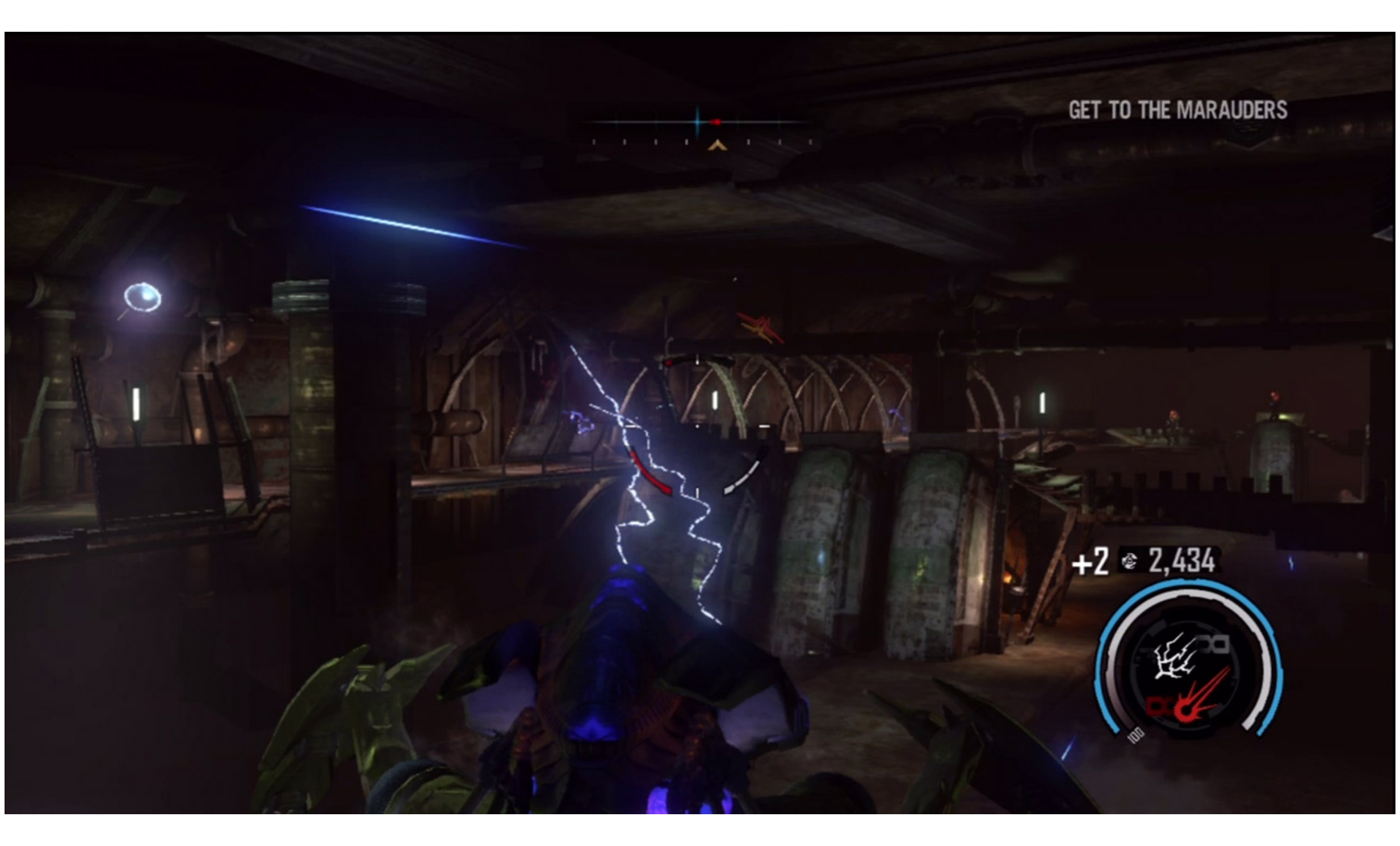
If you eliminated all the cultists using the Scout Walker in the Heavy Metal level, you'll have no problem racking up enough kills to unlock this achievement/trophy now.



Deeper in the canyon you're assaulted by a few SHIVA units. Avoid engaging these SHIVAs simultaneously, as their energy weapons can deplete your walker's shield quickly. Instead, when you see large red dots on the compass, stay put and let them come to you. This allows you to single out each SHIVA, engaging one at a time. If necessary, backtrack and use the metal structures for cover to avoid getting hit by the other SHIVA units. If the SHIVA units get close enough, use the walker's devastating melee attack to finish them off.



Beyond the first group of SHIVA units are a few cultist scout cars. These vehicles are armed with powerful energy weapons capable of quickly eating through the walker's shields. Attack these vehicles aggressively using the convergence laser. As with the SHIVA units, minimize your exposure to these vehicles to avoid taking heavy fire. Instead, creep around cover, engaging one scout car at a time.

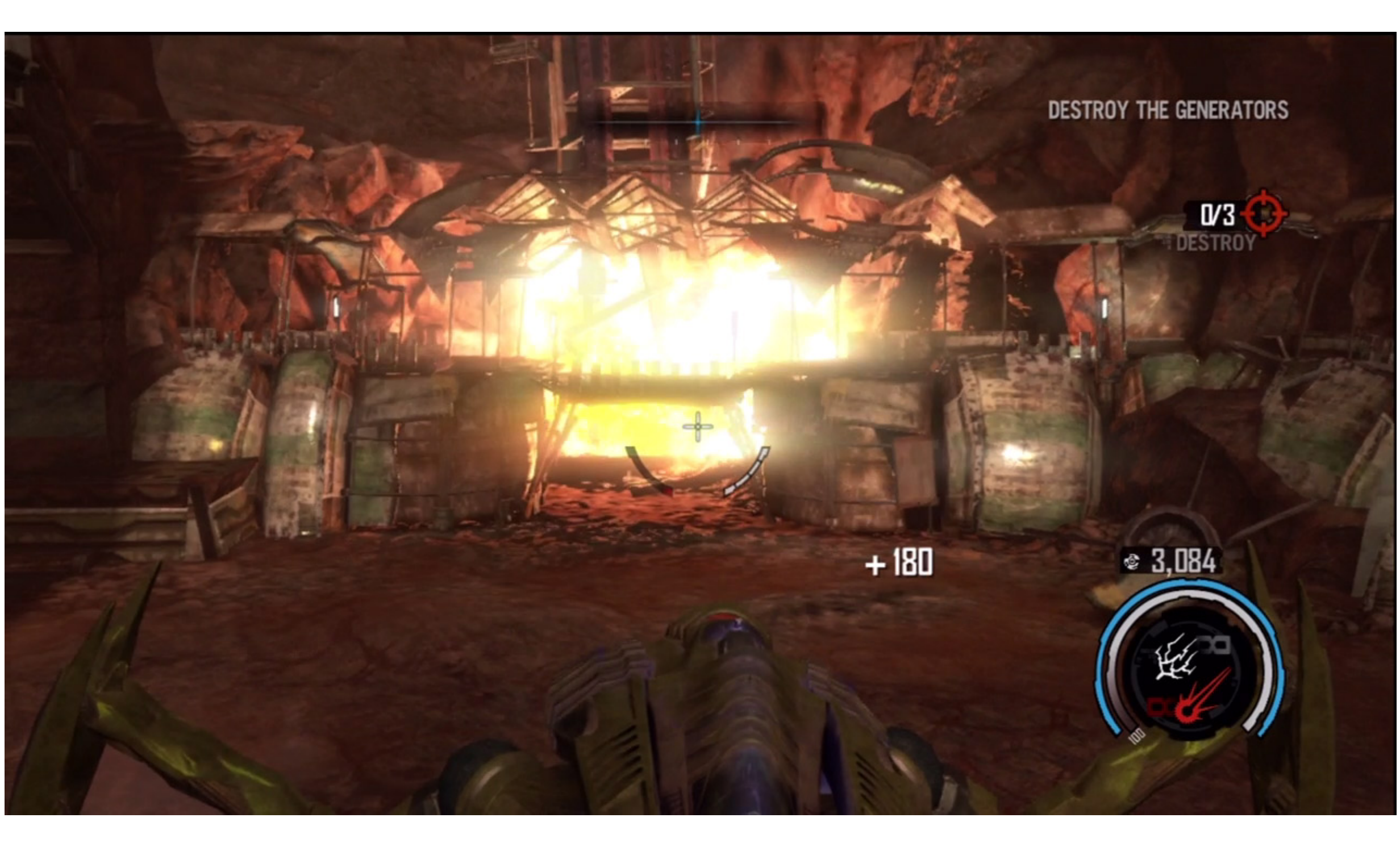


Blast your way past more cultists, SHIVAs, and scout cars on your way to a wide tunnel carved out of the rock. The tunnel is filled with metal make-shift structures, seemingly blocking your path. But your walker can easily crash through the rickety structures. As you advance through the tunnel, monitor the compass for enemy contacts and wipe out every cultist you encounter. With the exception of a SHIVA guarding the tunnel's exit, the threats you face here are minimal, so feel free to plow ahead.

Tip

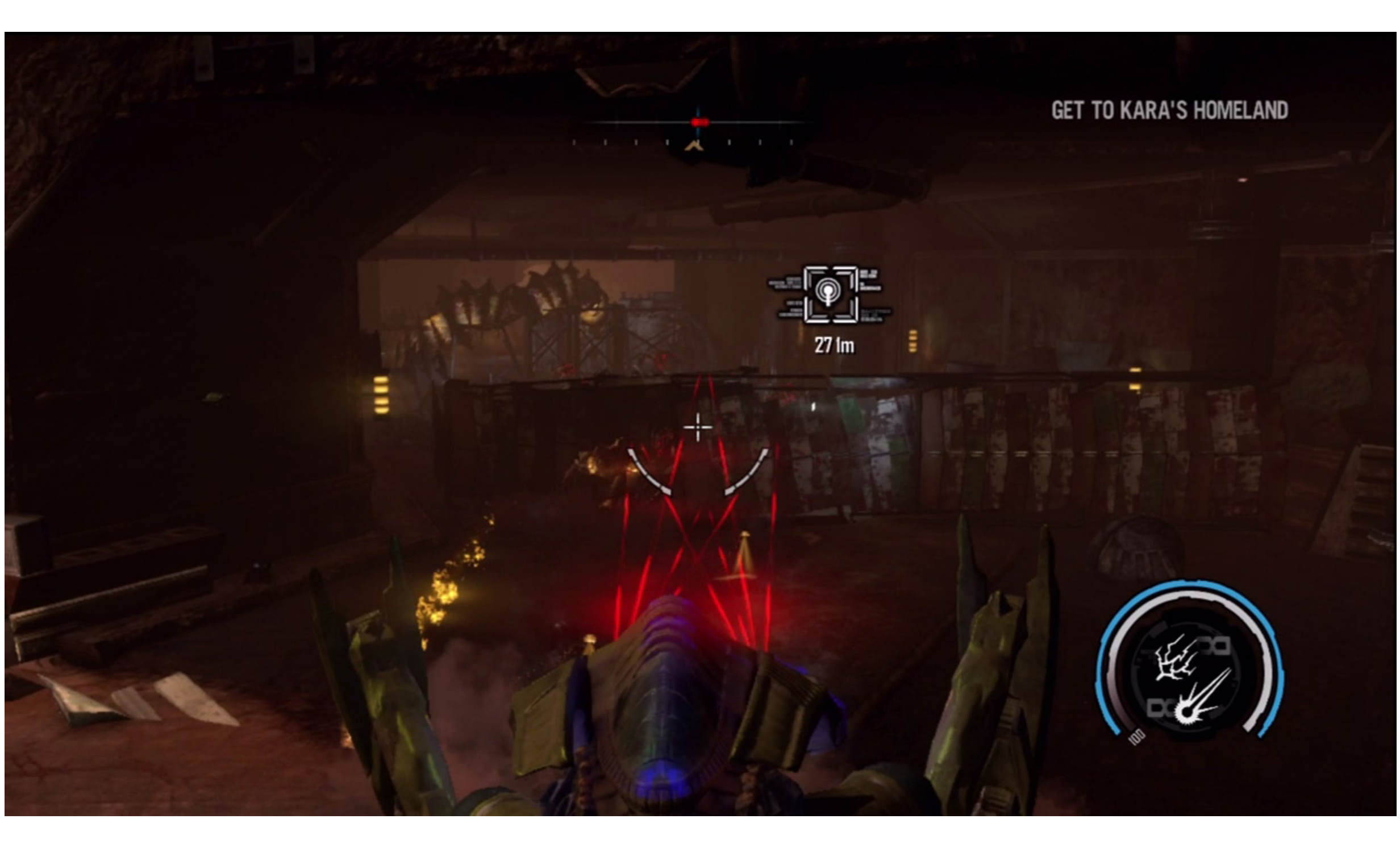
While in the walker, you can still pick up salvage from the debris of structures. Take the time to demolish everything in your path.

New Objective: Destroy the Generators

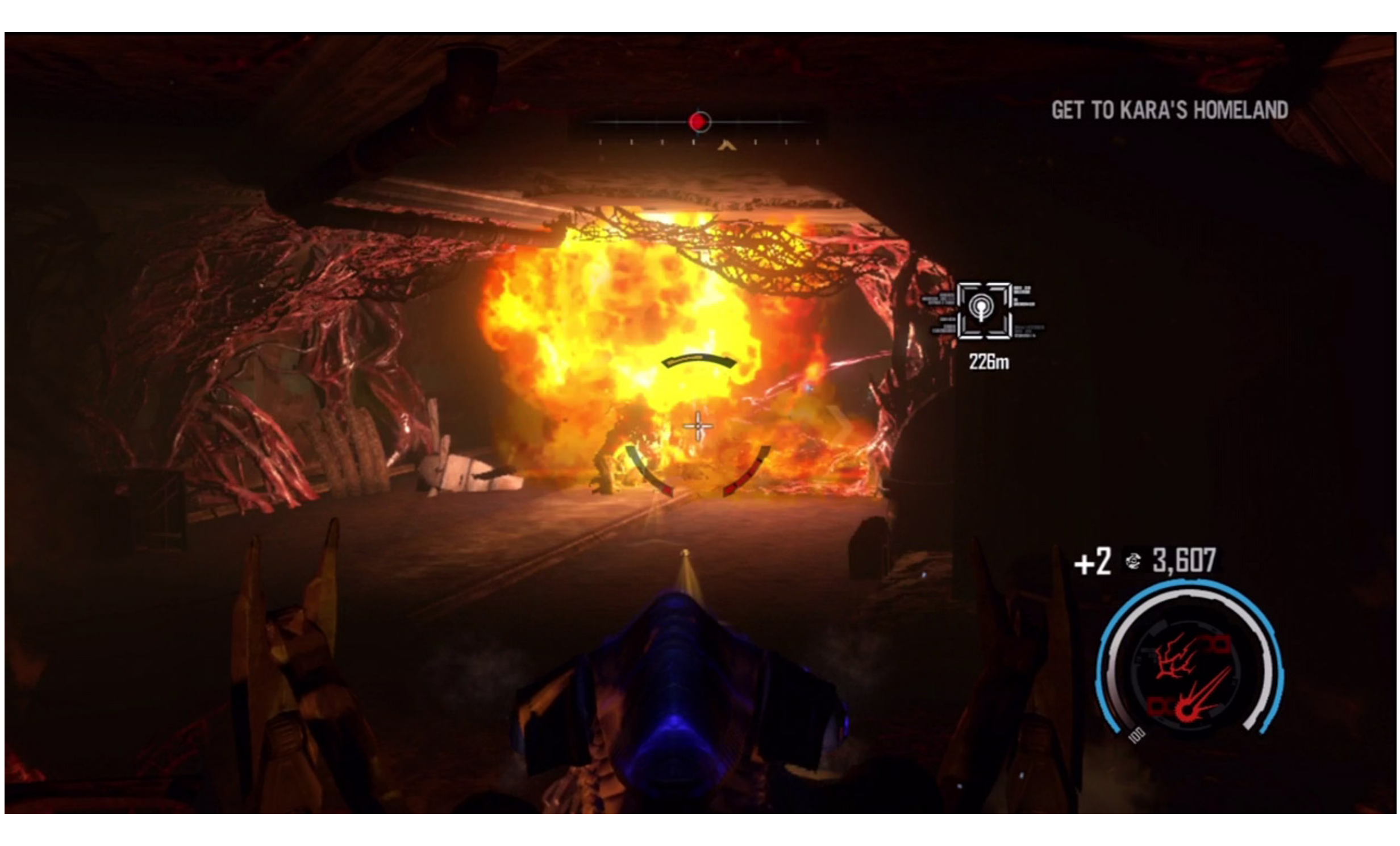


Outside the tunnel you're ambushed by more cultists. Wipe them out and press forward until you spot a force field blocking the entrance to another tunnel. The force field is powered by three solar towers nearby. Before targeting the towers, clear the area of all hostile units, including a few scout cars. Once the area is clear, locate the towers, marked by red brackets on the HUD. Using the convergence laser, target the vertical supports at the base of each tower until each one comes crashing down. Once all three towers are destroyed, the force field disappears, clearing a path into the next tunnel.

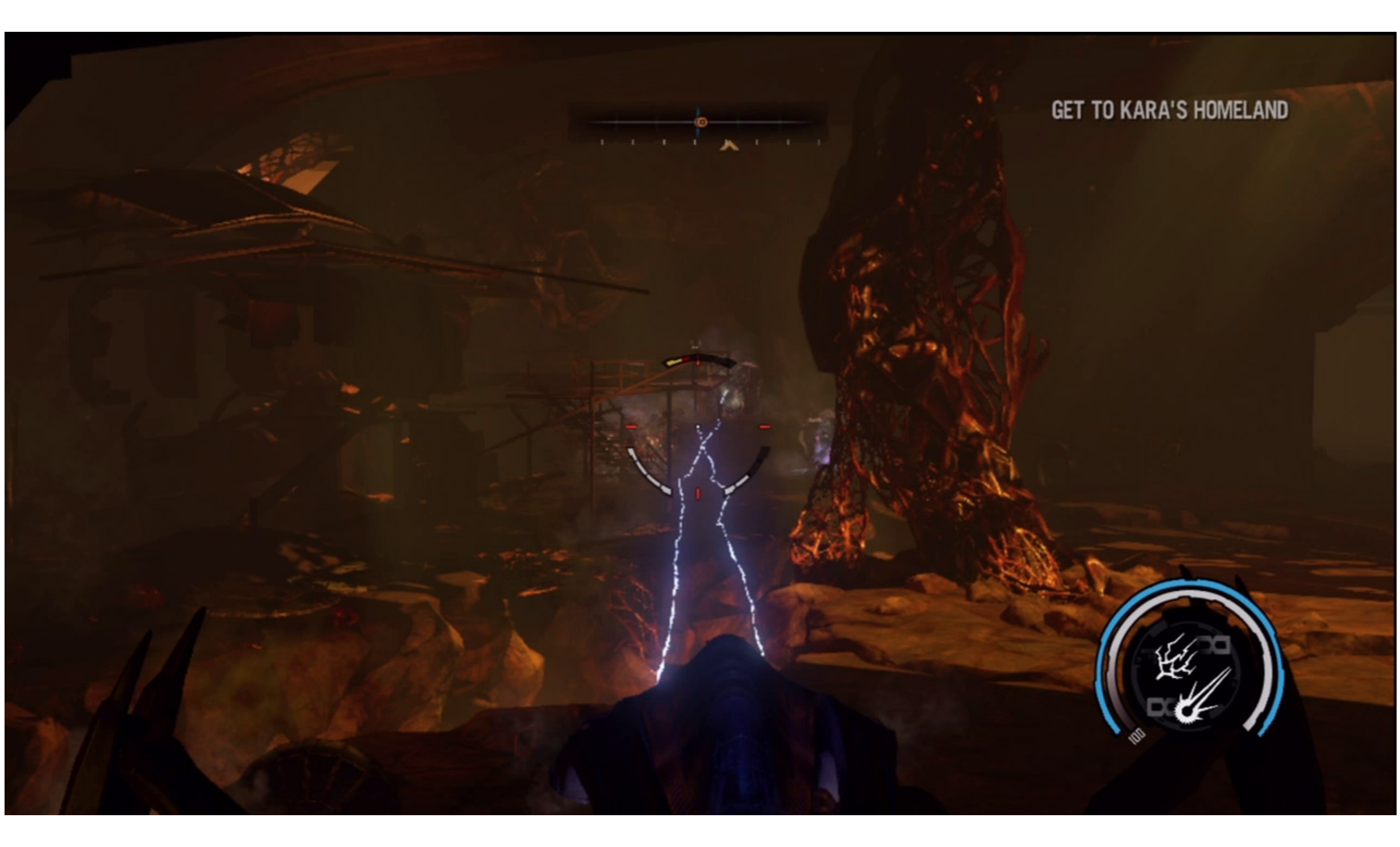
New Objective: Get to Kara's Homeland



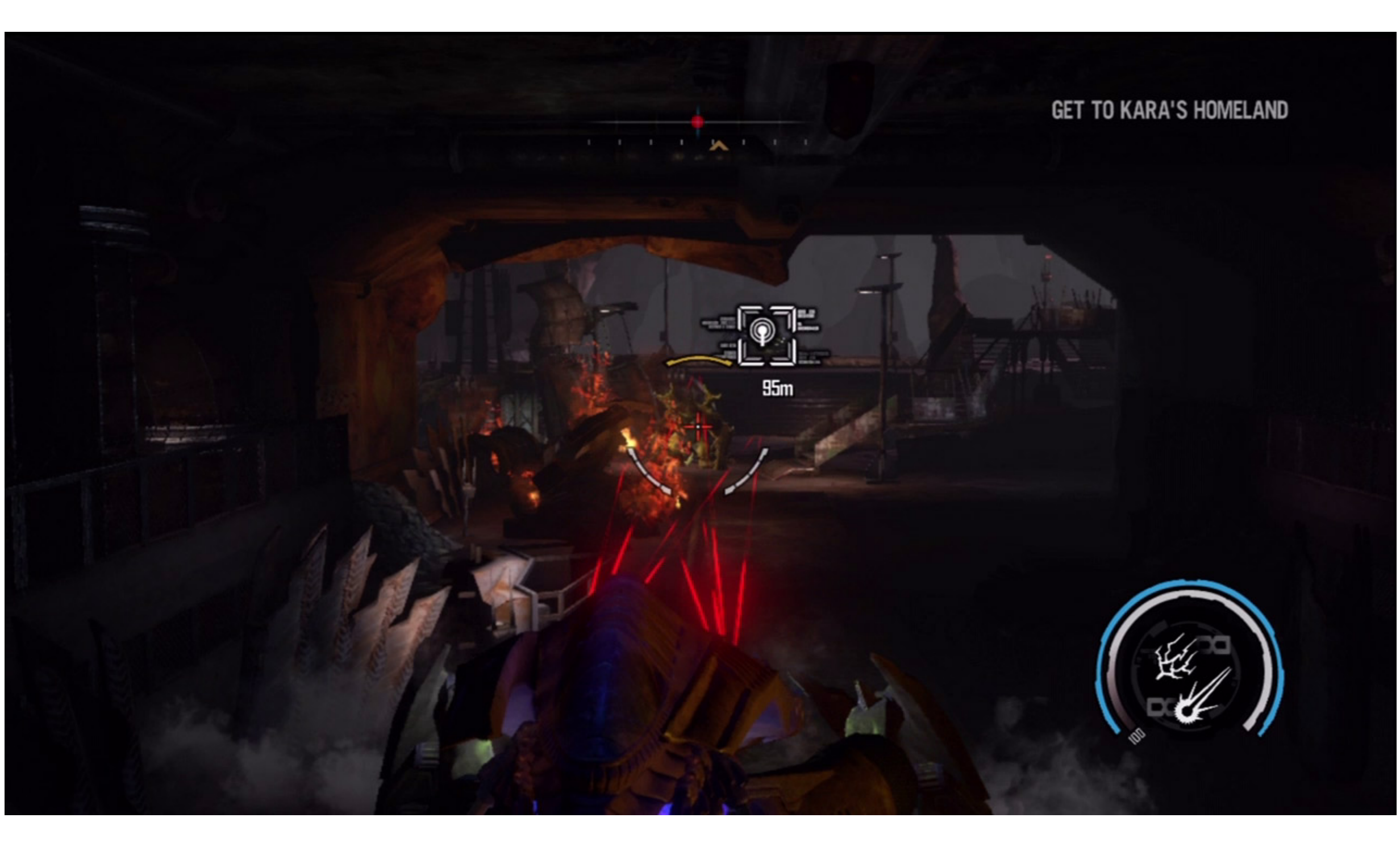
It soon becomes clear why the force field was in place. Only a few meters into the tunnel you're attacked by several ravagers and a couple of berserkers. Hit the berserkers with the convergence laser and then follow up with the chain lightning beams if necessary. If the berserkers get close enough, use the walker's melee strike to finish them off. The ravagers pose little threat, so don't worry about targeting them until the berserkers are down. The structures in the tunnel have been infected. Clear a path using the convergence laser.



Deeper in the tunnel you come under attack by a behemoth. Keep your distance from this creature and open fire with the convergence laser. While the laser recharges, attack the behemoth with the chain lightning beams. Alternate between these two weapons until the behemoth is dead. The behemoth can take a lot of damage, so keep firing. If necessary, backpedal through the tunnel to keep your distance. Once the behemoth is down, eliminate any pesky ravagers in the area before advancing into the cavern ahead.



As you near the cavern, notice the pod icons appearing on the compass, but don't worry about them for now. Instead, focus on the two berserkers charging toward your walker. A couple of well-placed shots with the convergence laser should be enough to explode them before they get too close for comfort. With the berserkers eliminated, hunt down the pods in this cavern and rupture them with the chain lightning beams. You don't want these pods spawning creatures behind you.



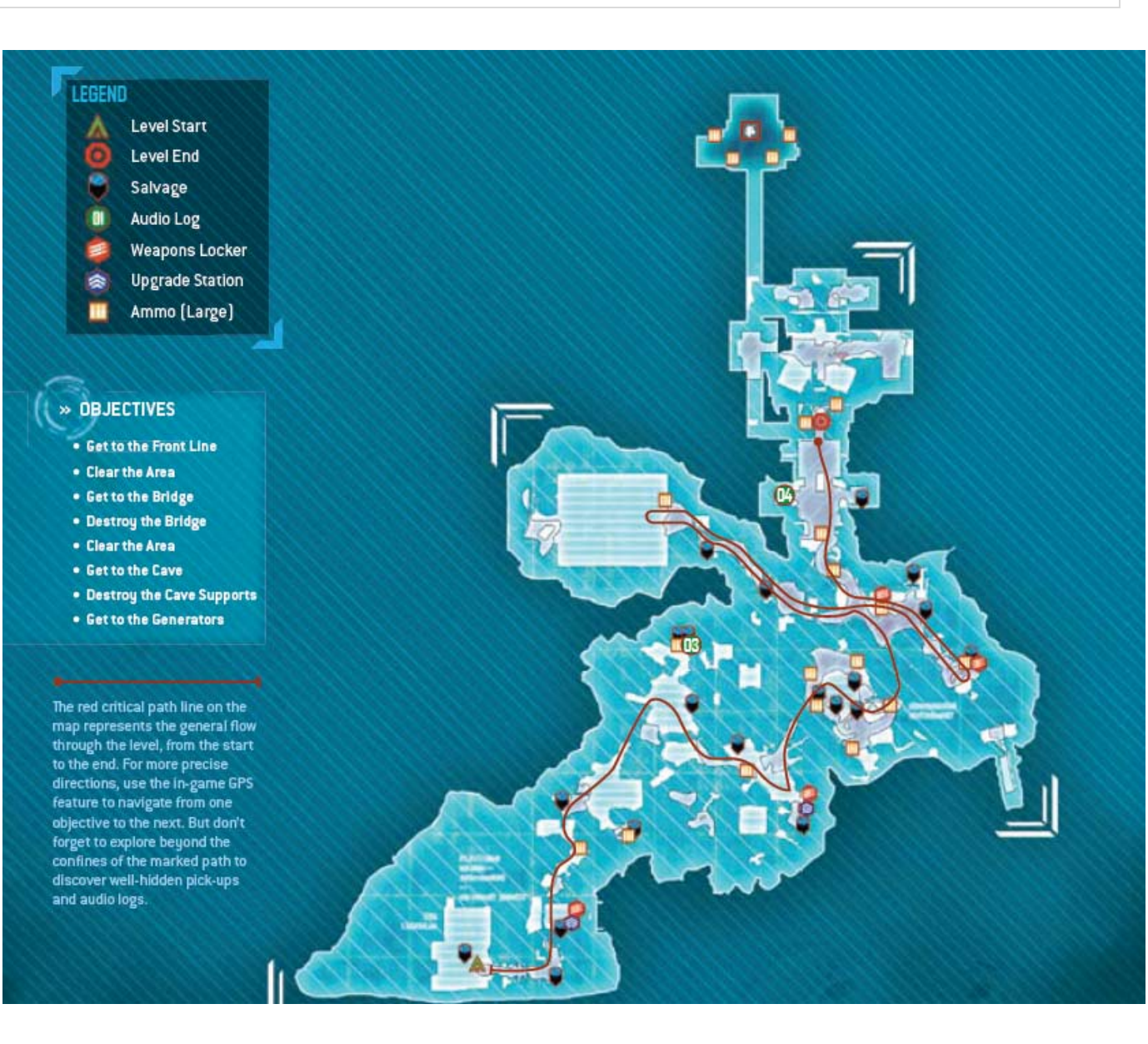
The exit of the tunnel is just ahead, but the landing pad ahead is guarded by two behemoths. Hold inside the tunnel and target the behemoths with the convergence laser. In between each laser shot, engage the massive creatures with the chain lightning beams. To avoid their incoming projectile attacks, side-step to the left, taking partial cover behind the wall at the tunnel's curve. If the behemoths continue advancing, backpedal all the way to the previous cavern while returning fire. Keep your distance and keep shooting until both behemoths fall to the ground. When the path ahead is clear, proceed to the landing pad beyond the tunnel's exit. Kara says the flyer on the pad can take them the rest of the way.

Must Go Faster

This achievement/trophy is unlocked at the completion of this level.

Campaign
Marauder Defenses

Icon	Name	Description	Gamerscore	Trophy
	Haymaker	Kill 5 enemies in one shot with Impact.	10	Bronze
	Hold Still	Kill 6 enemies in one use of Shockwave.	10	Bronze
	Zero G War	Kill 50 Shockwaved enemies before they hit the ground.	20	Bronze



The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

Kara and Darius arrive at the Marauder homeland in an attempt to uncover more information about the creatures. When they reach the Marauder archives, Kara's friend, Noella, is nowhere to be found. After a brief search, Darius finds Noella—and she's dead. It's unclear what happened here, but Darius finds a holo-recording unit registered to Noella. Unfortunately, the recording unit is heavily damaged. S.A.M. reports that data retrieval will be difficult and time consuming. While S.A.M. begins the data retrieval process, Darius hears a distant disturbance. It sounds like the Marauders are under attack.

New Objective: Get to the Front Line

GET TO THE FRONT LINE
3,897
00 031

The bugs have shorted out the perimeter shields. While Kara tries to get the shields back online, Darius is off to help the Marauder troops hold off the attack. Before moving out, turn around to grab a salvage container. Next, follow the GPS markers to the adjoining corridor where several Marauder troops are under attack by a swarm of creepers. Use Impact to wipe out the majority of the creepers and then finish the rest off with your weapons or melee strikes.

Haymaker

Given the large concentration of creepers here, this is the perfect opportunity to unlock this award. By using Impact, you must kill at least five enemies with one deployment. Wait until a large group of creepers is directly in front of you, then use Impact to send them flying against a wall. This is easiest if you've upgraded Impact at least once with the Impact Boost upgrade.

GET TO THE FRONT LINE
04 026

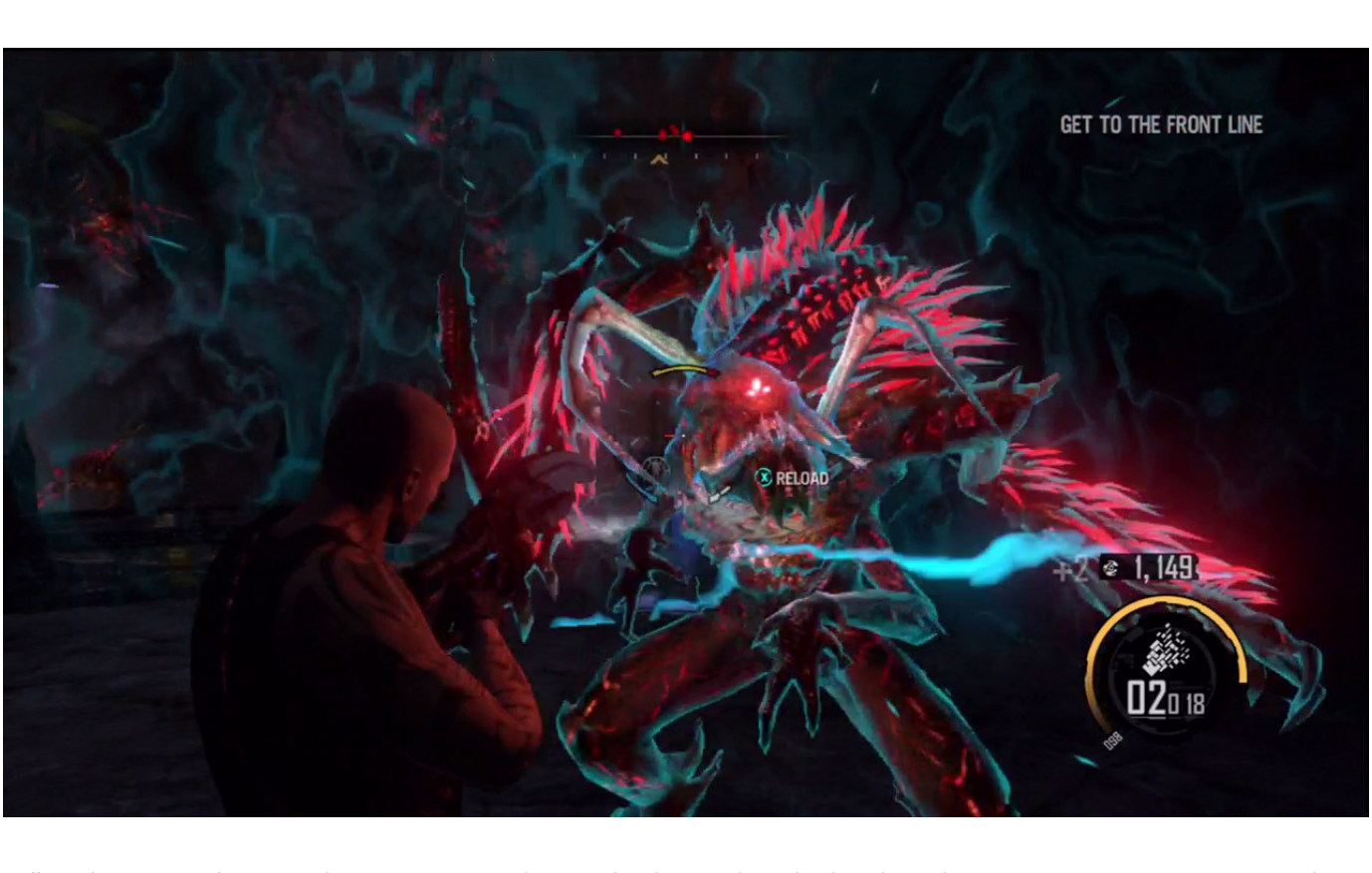
After eliminating the creepers, turn to the right to spot a weapons locker and upgrade station at the end of this short corridor. It's been a while since you've encountered an upgrade station, so you should have plenty of salvage to spend. If you don't have Shell yet, buy it now. If you do have Shell, upgrade it with Shell Boost. By now you can access all the upgrades on the third ring, so browse through all the options carefully before spending. At the weapons locker, choose the Nano Rifle, Rocket Launcher, and Assault Rifle, then back them up with any weapon of your choice. You can expect more large swarms of creepers ahead, so plan accordingly.

GET TO THE FRONT LINE
RELOAD
+16
1,019
02 021

In the cavern ahead, a Marauder soldier is disintegrated by an exploding berserker—the resulting explosion knocks out a foot bridge over a pool of lava. Climb the nearby ramp and pick up the Singularity Cannon on the ground just as a large group of ravagers materialize. The Singularity Cannon is one of the most powerful weapons available, capable of deploying a miniature black hole that sucks everything into it before exploding. Grab the weapon and immediately fire it toward a large group of ravagers. Once the purple pulse from the weapon makes contact with a surface, a small black hole is opened, pulling ravagers into it. After a few seconds, the black hole closes and explodes. Your ammo for this weapon is limited, so consider stowing it after one shot. If necessary, deploy a Shell and eliminate the remaining ravagers with your Nano Rifle.

Caution

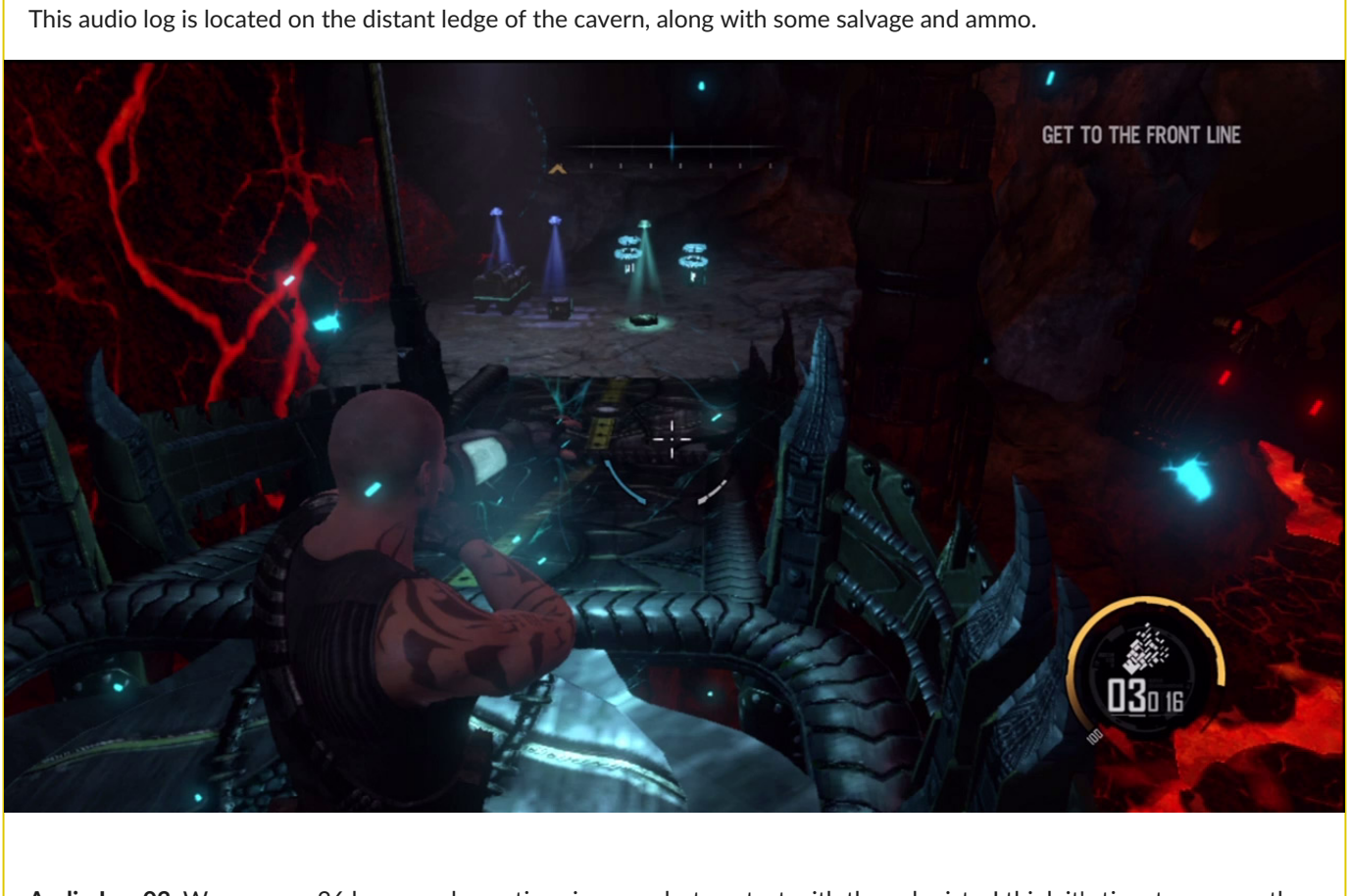
Watch your footing during the fight with the ravagers. If you're not careful you could accidentally fall into the lava pit, forcing you to restart this level from the beginning.



Follow the GPS markers into the next cavern and repair the damaged footbridge along the way if necessary. Kara reports that the first shield generator is online, but there are twelve more to fix. Looks like you'll need to buy her more time. More ravagers appear just ahead. Once again, deploy a Shell and eliminate the ravagers with your Nano Rifle. Before leaving this area, cross the nearby footbridge to reach the circular platform. From there you can access a ledge on the far side of the cavern. Here you can find ammo and salvage, as well as an audio log. During the fight with the ravagers, the bridges and platform may have been damaged or completely destroyed. Fortunately, you can repair them to reach the ledge.

Audio Log 03

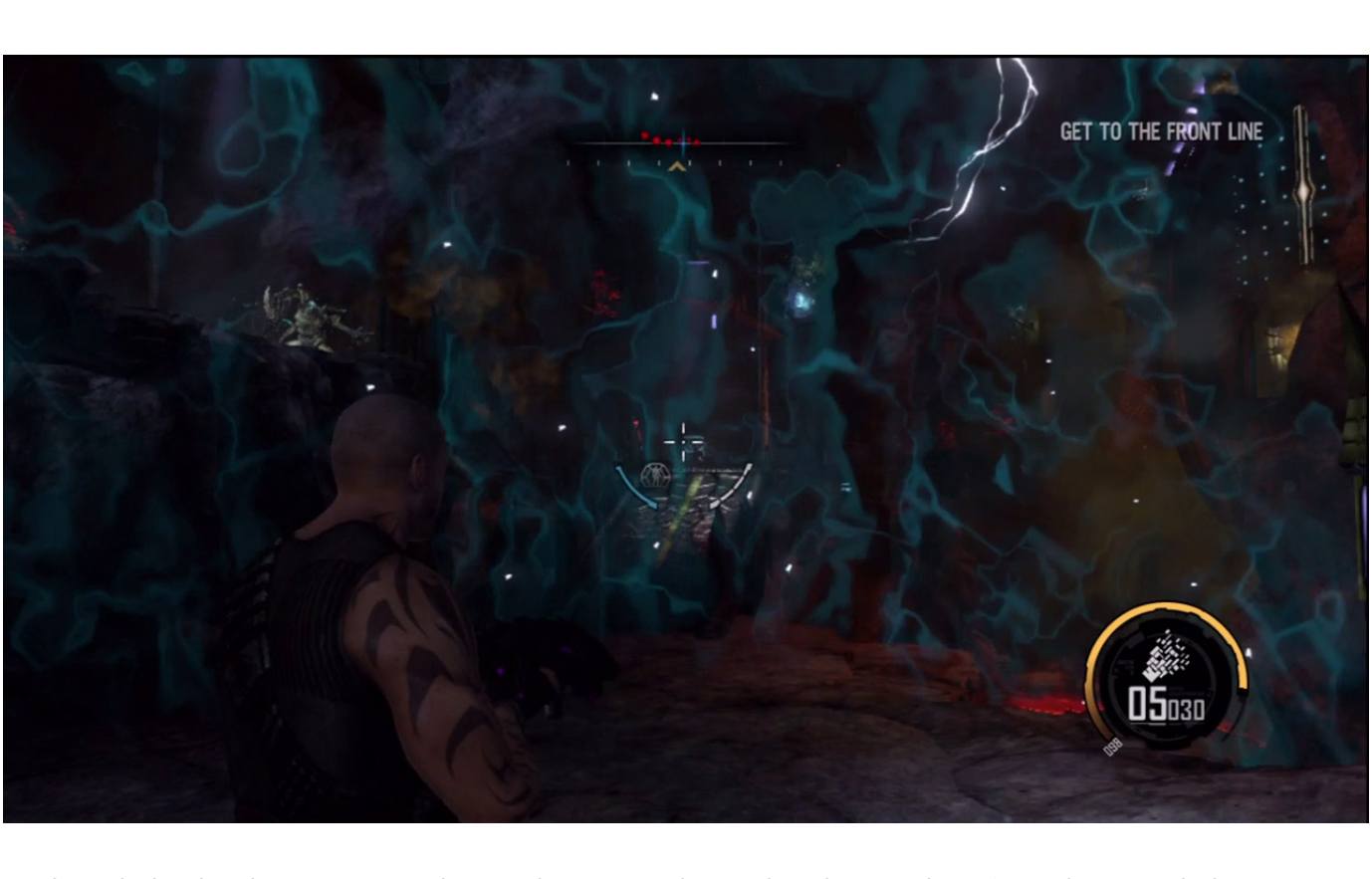
This audio log is located on the distant ledge of the cavern, along with some salvage and ammo.



Audio Log 03: We are now 26 hours and counting since our last contact with the colonists. I think it's time to assume the worst. The Chancellor has begun contingency planning with the top generals. Whatever Red Faction's plan is, we know it will result in high casualties. We are ready for it. If they want a war, we'll give them one.

GET TO THE FRONT LINE
RELOAD
02 030

After grabbing the audio log, return to the main path. Soon you're attacked by a berserker charging right at you. Try to destroy the footbridge beneath the creature's feet, causing it to fall into the lava below. If that doesn't work, bring down the berserker quickly with your Nano Rifle or Rocket Launcher. If it gets too close, deploy a Shell. This prevents the berserker from hitting you with projectile attacks. The Shell also protects you from the creature's eventual explosion as you strip away its health.



On the path ahead, gather some more salvage and ammo. But don't rush to the upgrade station and weapons locker just yet. As you advance, more ravagers appear on the cave's perimeter. As the attack commences, deploy another Shell and begin opening fire with your Nano Rifle.

GET TO THE FRONT LINE

The Singularity Cannon can also be beneficial during this engagement. For best results, target a cluster of ravagers and watch as they're sucked into a black hole. Once all the ravagers are dead, approach the upgrade station and weapons locker. If you've acquired enough salvage, go ahead and purchase another upgrade. At the weapons locker, adjust your load-out as you see fit. But it's strongly advisable to keep the Nano Rifle and Rocket Launcher—the Magnet Gun can also come in handy if you run low on ammo.

New Objective: Clear the Area

CLEAR THE AREA

The GPS markers lead you through a dark and narrow passage that opens up onto a large chamber. There are no ramps or stairs, so simply drop down into this new area. As soon as your feet hit the ground, a behemoth and a wraith appear ahead. The behemoth wastes no time in charging at you, so be ready to move or dive out of the way. Once you find a wide defensible area, deploy a Shell. The Shell protects you from projectile attacks, but it won't stop the behemoth's charging attacks, so be ready to dive out of the way. While the Shell is in place, continuously hammer the behemoth with the Rocket Launcher. The Singularity Cannon can also inflict damage, but only when the black hole explodes—the behemoth is too large to be sucked in. Your Shell won't last for long, so you're best off dishing out as much damage on the behemoth as quickly as possible. Once your Shell disappears, continue moving, dodging, and shooting until the behemoth is down for good. With the behemoth out of your way, locate and annihilate a pesky wraith before leaving this area. There are also plenty of ammo and salvage pick-ups in this chamber. TipWhen fighting the behemoth, target the red barrels scattered throughout the chamber. These can inflict heavy to moderate damage on the behemoth, based on the creature's proximity to the explosion.

Tip

When fighting the behemoth, target the red barrels scattered throughout the chamber. These can inflict heavy to moderate damage on the behemoth, based on the creature's proximity to the explosion.

Front Line

GET TO THE FRONT LINE
05 029

Following the battle with the behemoth and wraith, Kara reports that half of the generators are now up and running. You just need to buy her a bit more time. Follow the GPS markers to reach the front line where you find a few Marauder troops swarmed by creepers. Use Impact and your Nano Rifle to clear out the bugs—don't worry, Impact won't harm the Marauder soldiers. But more and more creepers just keep appearing. S.A.M. reports that the creepers are crossing a nearby bridge. Kara suggests destroying the bridge to halt the attack. Before heading for the bridge, visit the nearby weapons locker. Bring along something capable of dismantling the bridge such as the Magnet Gun, Plasma Beam, or Plasma Cannon.

New Objective: Get to the Bridge

GET TO THE BRIDGE
+1
950
05 025

Follow the GPS markers through the tunnel leading to the bridge. Along the way you're swarmed by more creepers. This is the perfect opportunity to rack up some kills using Shockwave or Impact. The creepers just keep coming, so don't worry about running out of targets. Study which achievements/trophies you need and try to meet their requirements in this fight. But the creepers don't just spawn near the bridge—there may be some that spawn behind you. Be careful not to get surrounded. If necessary, backtrack to the previous chamber to keep these creatures in front of you.

Hold Still

Before reaching the bridge, use Shockwave to suspend at least six creepers in the air, then kill them all before they drop to the ground to unlock this achievement/ trophy. The Rocket Launcher works well against tightly clustered creepers while they're suspended. You must own the Shockwave Boost upgrade (or higher) to pull this one off.

Zero G War

If you don't have this achievement/trophy yet, this fight against the creepers is a great place to complete the requirements. You must kill a total of 50 enemies stunned by Shockwave.

Tip

In addition to the previously mentioned achievements/trophies, this fight against the creepers is also a good spot to wrap up It's All in the Wrist, Haymaker, and What is Best in Life?

New Objective:

Destroy the Bridge

Clear the Area

CLEAR THE AREA

The incoming creepers never stop, so don't wait around. Get to the bridge at the end of the tunnel and open fire on the pods clinging to the cavern walls. Destroying these pods drastically reduces the amount of creepers in the area. However, don't let the pods distract you from the swarms of creepers surrounding you. Use Impact to send the creatures flying into the lava, deploy a Shell to keep them away from you while you target the pods, or you can destroy the bridge and the pods simultaneously. Using the Magnet Gun, attach magnets to the bridge, and then attach anchors to the surrounding pods. The flying debris from the bridge is more than enough to rupture each pod. Once the bridge and pods are destroyed, mop up any remaining creepers and then backtrack to the front-line position.

New Objective: Get to the Cave

GET TO THE BRIDGE
03 030

Expect more creepers in the tunnel on the way back to the front line. Plow your way through them using your weapons or Impact. At the front line, revisit the weapons locker if you'd like, although for now, your current weapon load-out is adequate. Just beyond the weapons locker, a tentacle sprouts from the ground ahead and begins tossing debris in your direction. Using the Magnet Gun, go ahead and toss debris back at the tentacle, or take it out fast using the Rocket Launcher. The tentacle is joined by several ravagers, so don't forget to deal with these threats. If necessary, deploy a Shell for protection, then engage all targets from within the protective bubble.

New Objective: Destroy the Cave Supports

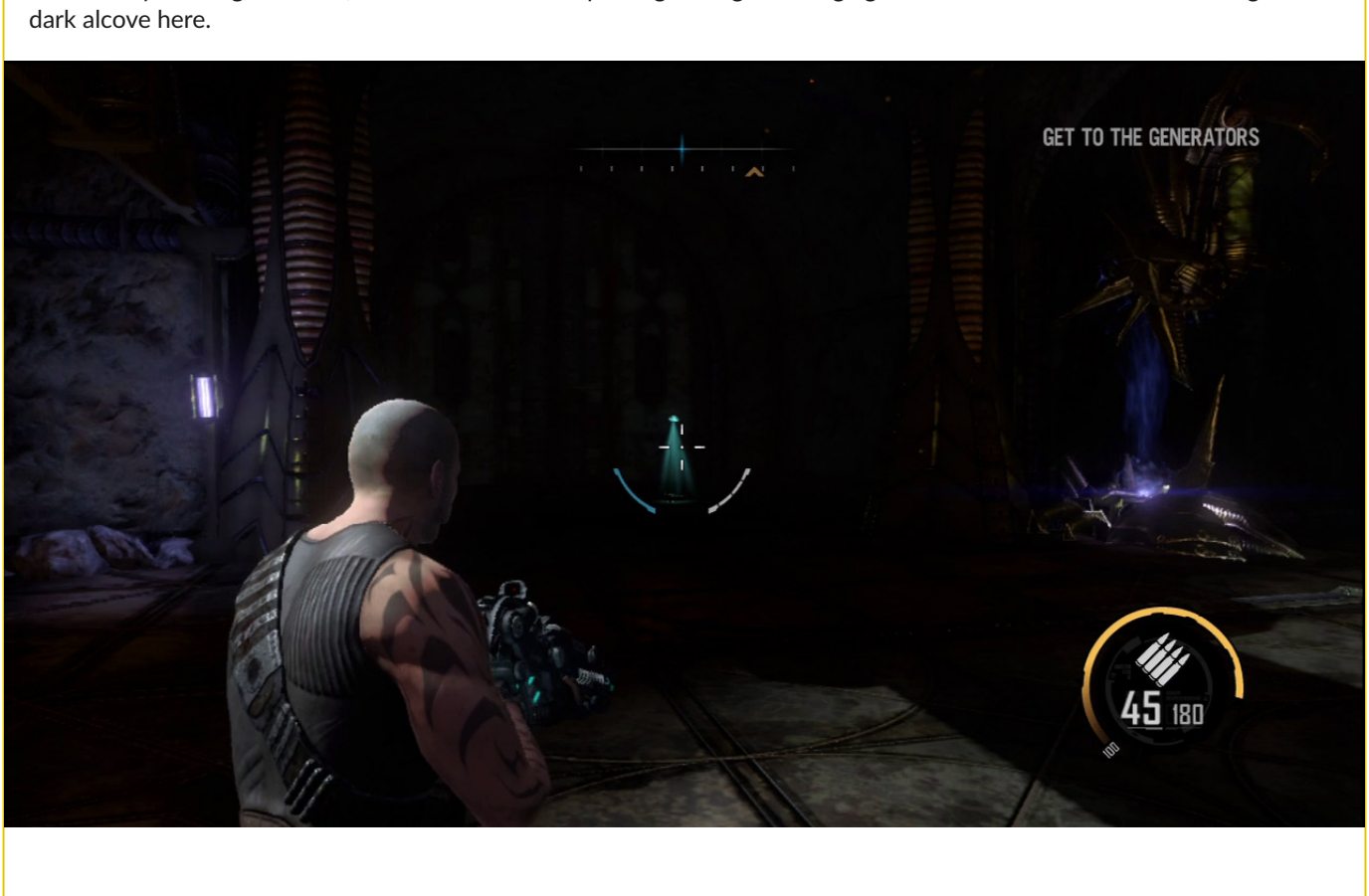
DESTROY THE CAVE SUPPORTS
01 001

Beyond the tentacle is an impassable river of lava. The lava isn't preventing the creatures from breaching the Marauder homeland, however. On the other side of the river are two vertical supports that prevent the ceiling from caving in. You must destroy these supports to trigger a cave-in, sealing off this entry point. Deploy a Shell to protect you from the ravagers ahead, then target these two supports using either the Plasma Cannon or Plasma Beam. If you need to swap weapons, you can access another weapons locker to the left. Alternatively, you can use the Magnet Gun to fling ravagers into the supports. Ravagers continually spawn near the vertical supports, so you won't run out of ammo. Once the supports are destroyed, a cave-in seals the breach. Kara reports that all the generators are fixed, but she needs Darius to create a distraction while she gets the shields running.

New Objective: Get to the Generators

Audio Log 04

On the way to the generators, look to the left while passing through the large generator room—there's an audio log in the dark alcove here.



Audio Log 04: Something hit the Omega station last night. I've never seen anything like it. Bodies torn apart. . . flesh burned down to the bone. Nobody can prove it, but I know Red Faction are behind this. They've gone too far. I'm going to advise the Chancellor to authorize Project Centurion.

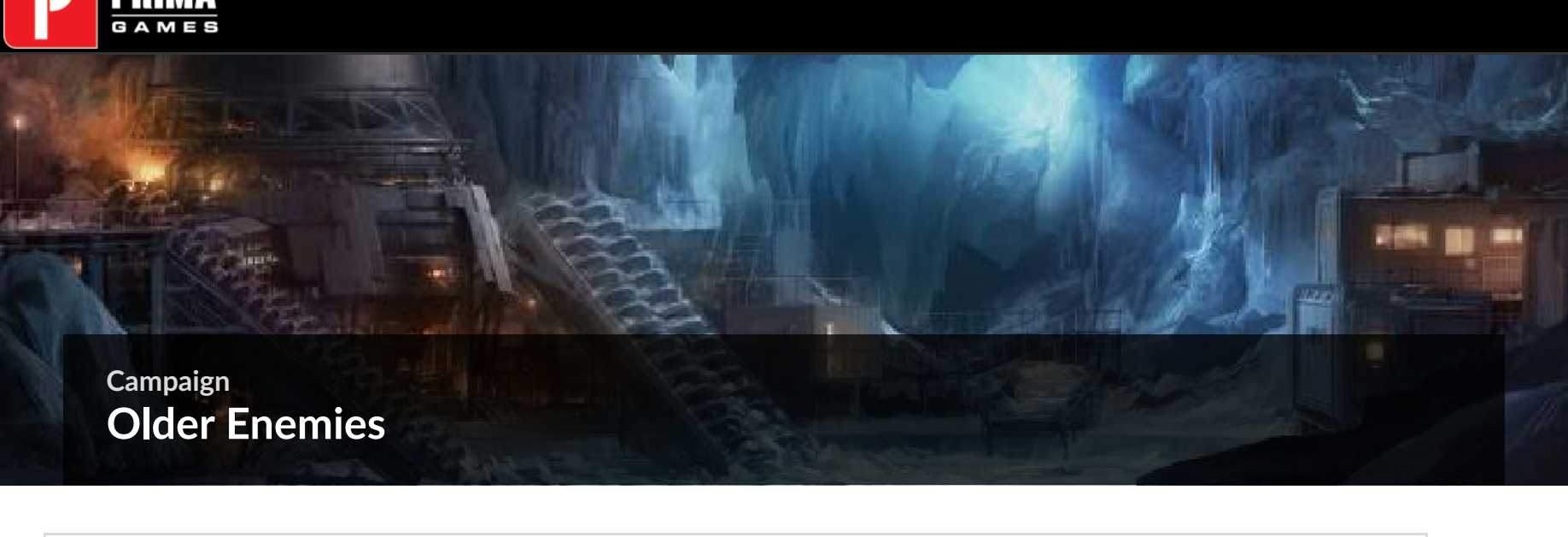
DEFEND THE AREA
1,357

There are no hostile units on the way to the generators, so simply follow the GPS markers. When you come to a chamber filled with lava, several ravagers and creepers materialize ahead. You need to hold them off while Kara gets the shields back online. Stand near the turret and then deploy a Shell. With the Shell deployed, take control of the turret and begin opening fire on the creatures. The turret fires powerful energy blasts, capable of killing with one direct hit. While the Shell is still deployed, pick off as many creepers and ravagers as possible using the turret. But once the Shell disappears, consider ditching the turret to avoid getting pummeled by ravagers and creepers on your flanks. The remaining enemies are easily dispatched with your Nano Rifle. There's also a Plasma Cannon and Singularity Cannon on the perimeter of the platform, along with some ammo. Keep up the defensive effort until a blue force field appears in front of the turret. Kara reports that the shields are up, but problems persist. When you're ready to end the level, hold down the button shown on screen to regroup with Kara.

Finding Mr. Toots

picz

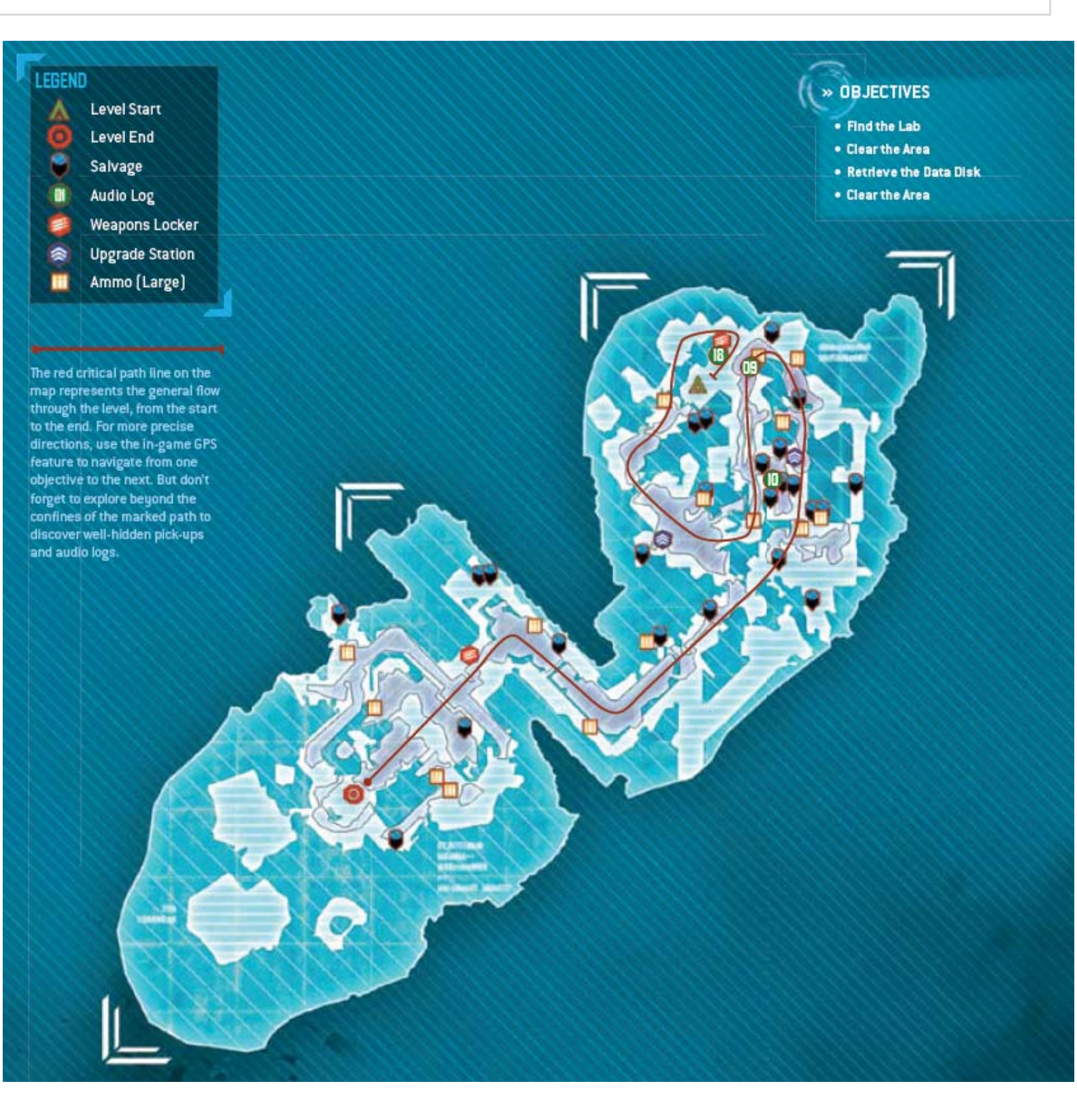
If you want to find a secret weapon, don't end this level just yet. While facing the force field, turn left to spot a large ammo crate in the corner. Just beyond this crate is a breakable wall. Shoot the wall with the Nano Rifle, then step inside a secret corridor. At the end of the short corridor, destroy the gray floor panel and drop down into a deep pit. It's a long fall, but you'll survive. You land in another corridor with a series of three destructible walls. Blast your way through each wall until you come to another long corridor with no floor. Step forward, as you do, slabs of stone slide into place, completing the floor. Destroy the wall at the end of the corridor to enter the Cabbit room. Here you can find Mr. Toots on the ground. Mr. Toots is a unicorn capable of firing a powerful rainbow-colored beam from its backside. Functionally, Mr. Toots performs identically to the Plasma Beam. Try out your new weapon on the rabbit-like targets prancing about the room. When you're ready to leave, hold down the reload button to return to the room with the force field. With Mr. Toots in hand, you can now complete the level.



Campaign

Older Enemies

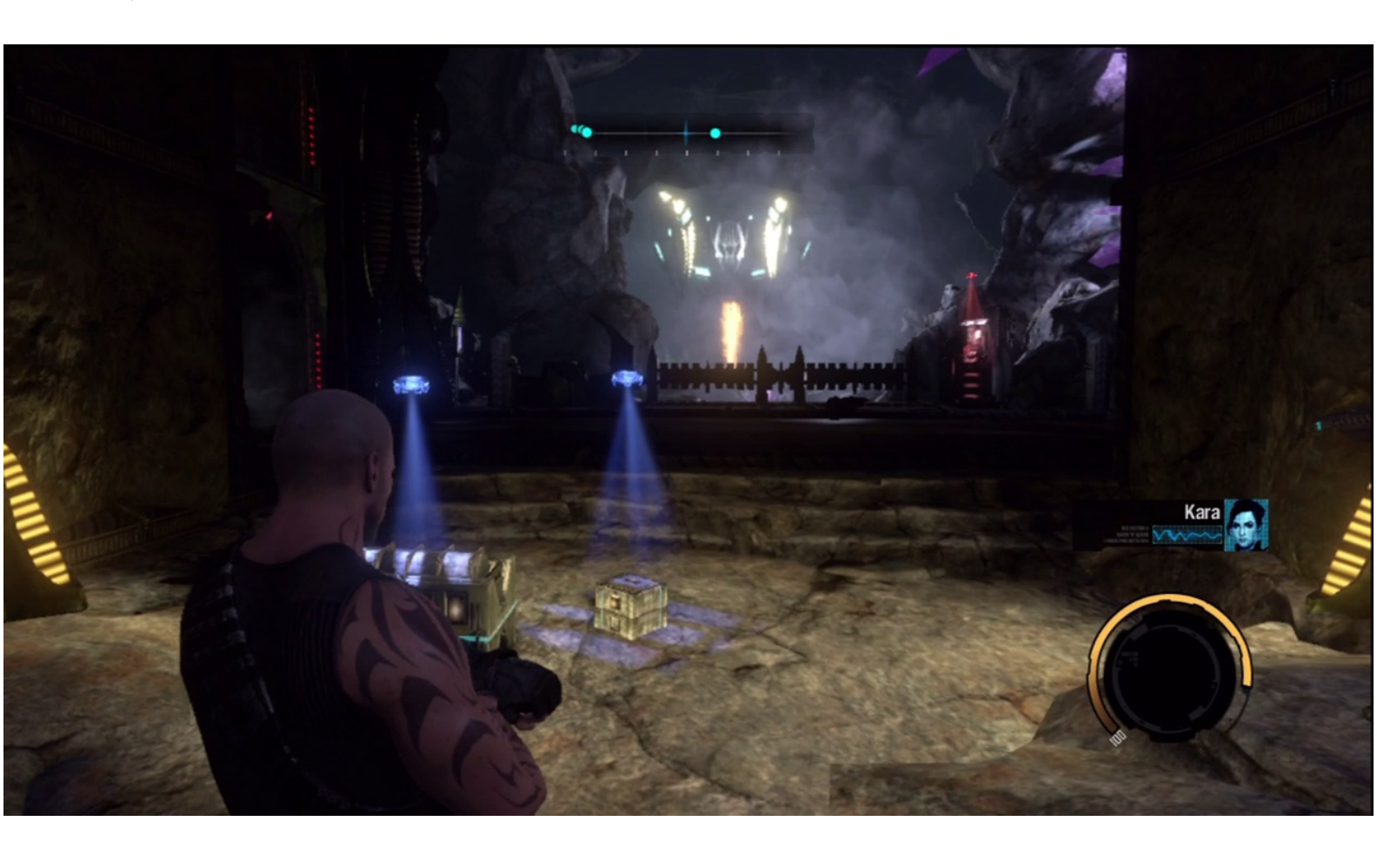
Icon	Name	Description	Gamerscore	Trophy
	Plan B	Find out how to reach the lair.	15	Bronze



The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

While Kara tends to the wounded, Darius checks in on Noella's partially decrypted holo-recording, but it isn't of much use. Full decryption will take over 200 hours. S.A.M. needs a better processing chip in order to speed up the decryption process. According to S.A.M., one chip exists nearby in the Marauder Research Facility. Darius heads out to retrieve the chip while Kara stays back and helps aid the wounded.

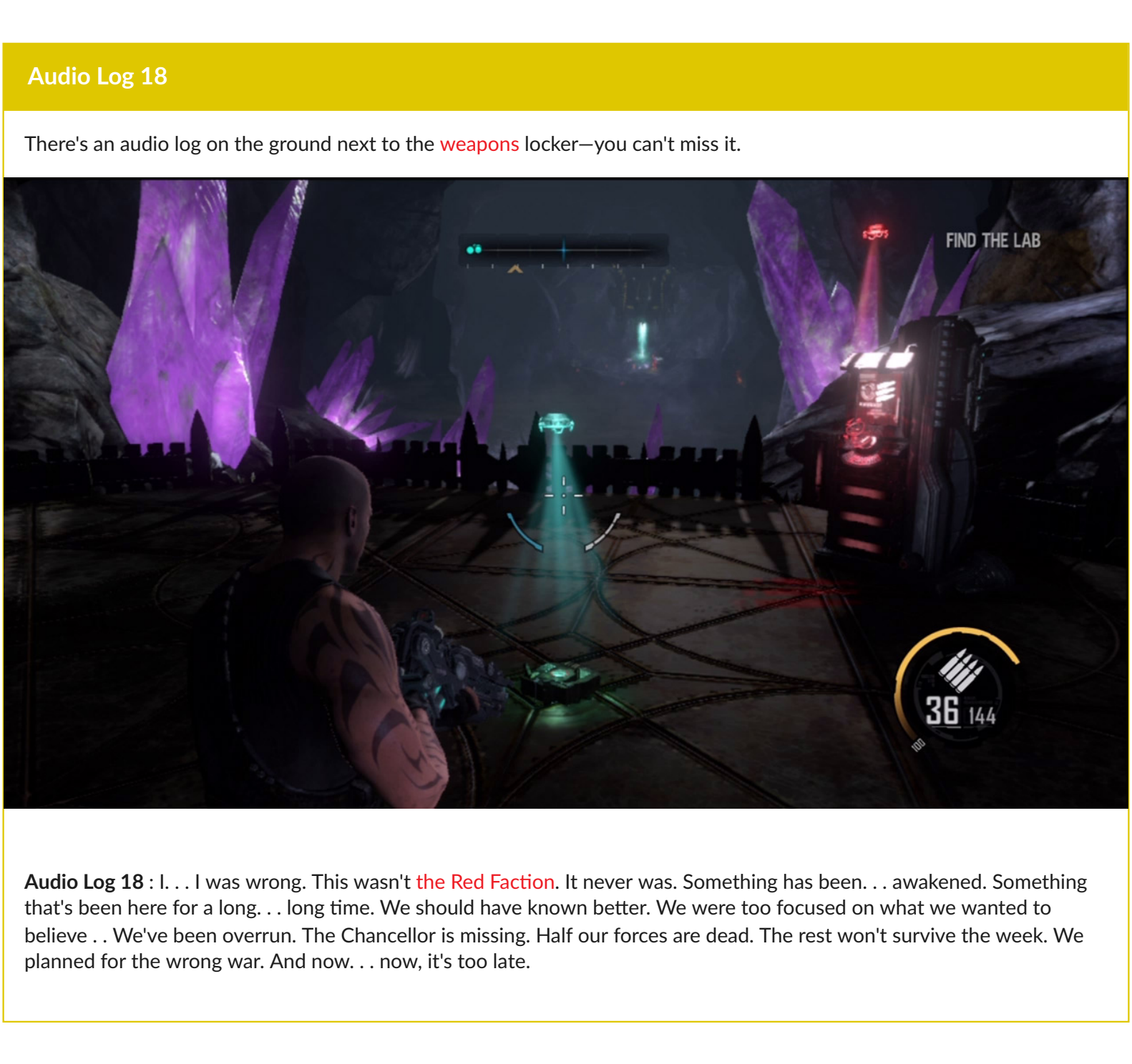
New Objective: Find the Lab



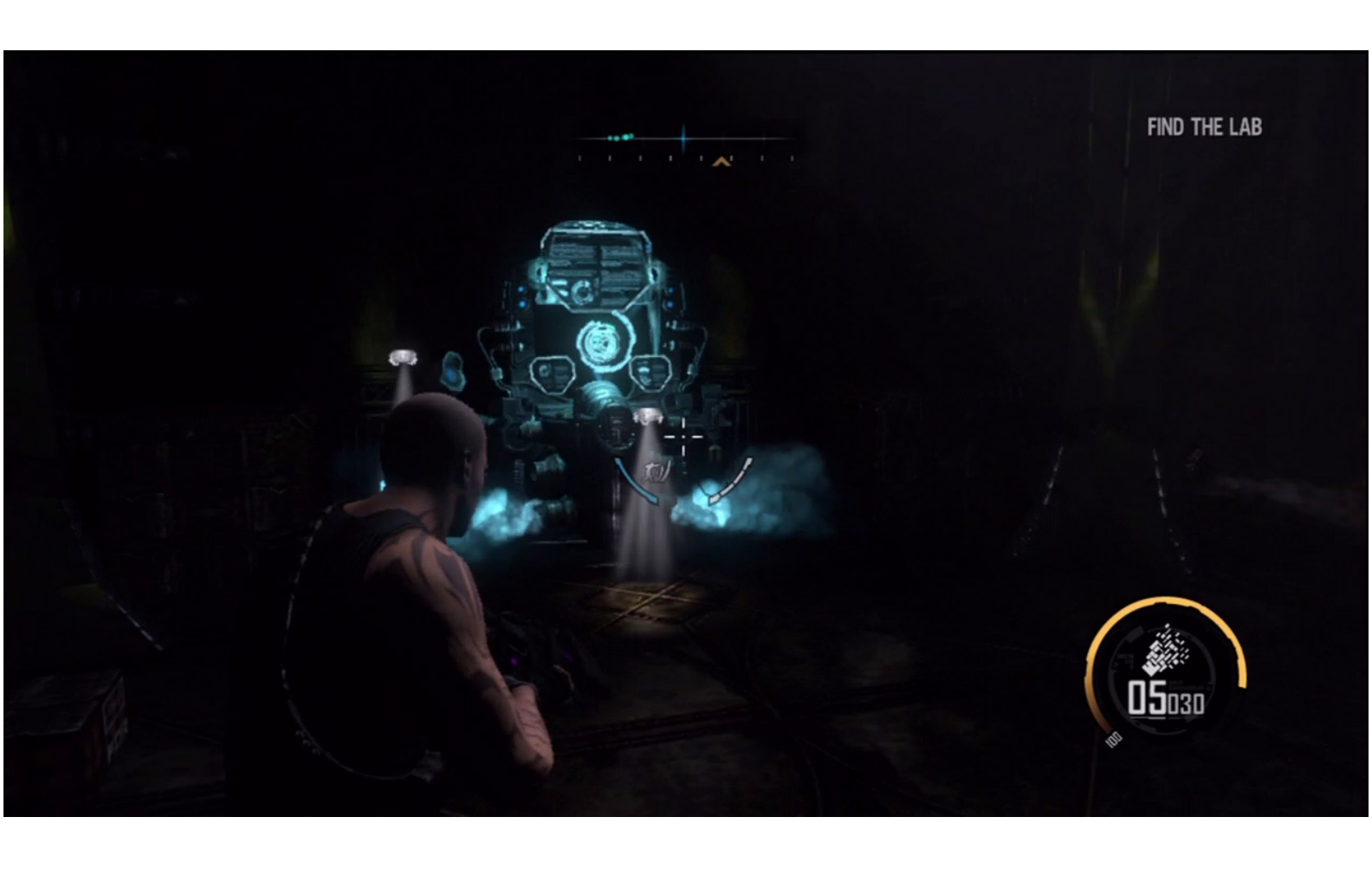
Now Darius just needs to find a way into the Marauder Research Facility. According to Kara, the western lift used to be the fastest path—but it collapsed. S.A.M. finds another way in and plots the course. Unfortunately, the path is likely crawling with bugs. Before beginning your journey, pay a quick visit to the weapons locker at the end of the passage. Expect a wide mix of creatures in the facility, so plan ahead. The Nano Rifle is always a good choice along with the Rocket Launcher. Fill out the two remaining slots with weapons of your choice.

Audio Log 18

There's an audio log on the ground next to the weapons locker—you can't miss it.

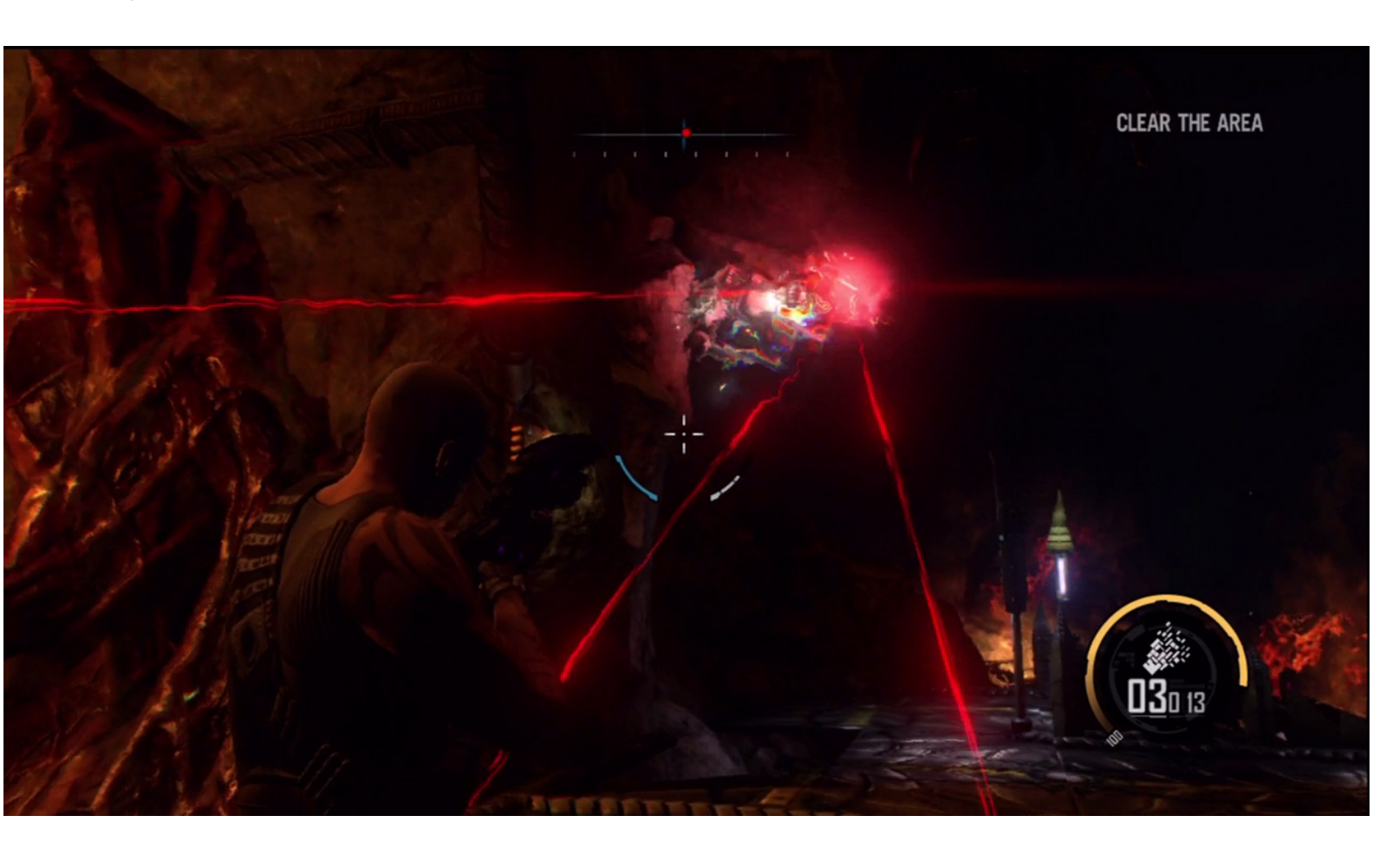


Audio Log 18 : I. . . I was wrong. This wasn't the Red Faction. It never was. Something has been. . . awakened. Something that's been here for a long. . . long time. We should have known better. We were too focused on what we wanted to believe . . We've been overrun. The Chancellor is missing. Half our forces are dead. The rest won't survive the week. We planned for the wrong war. And now. . . now, it's too late.

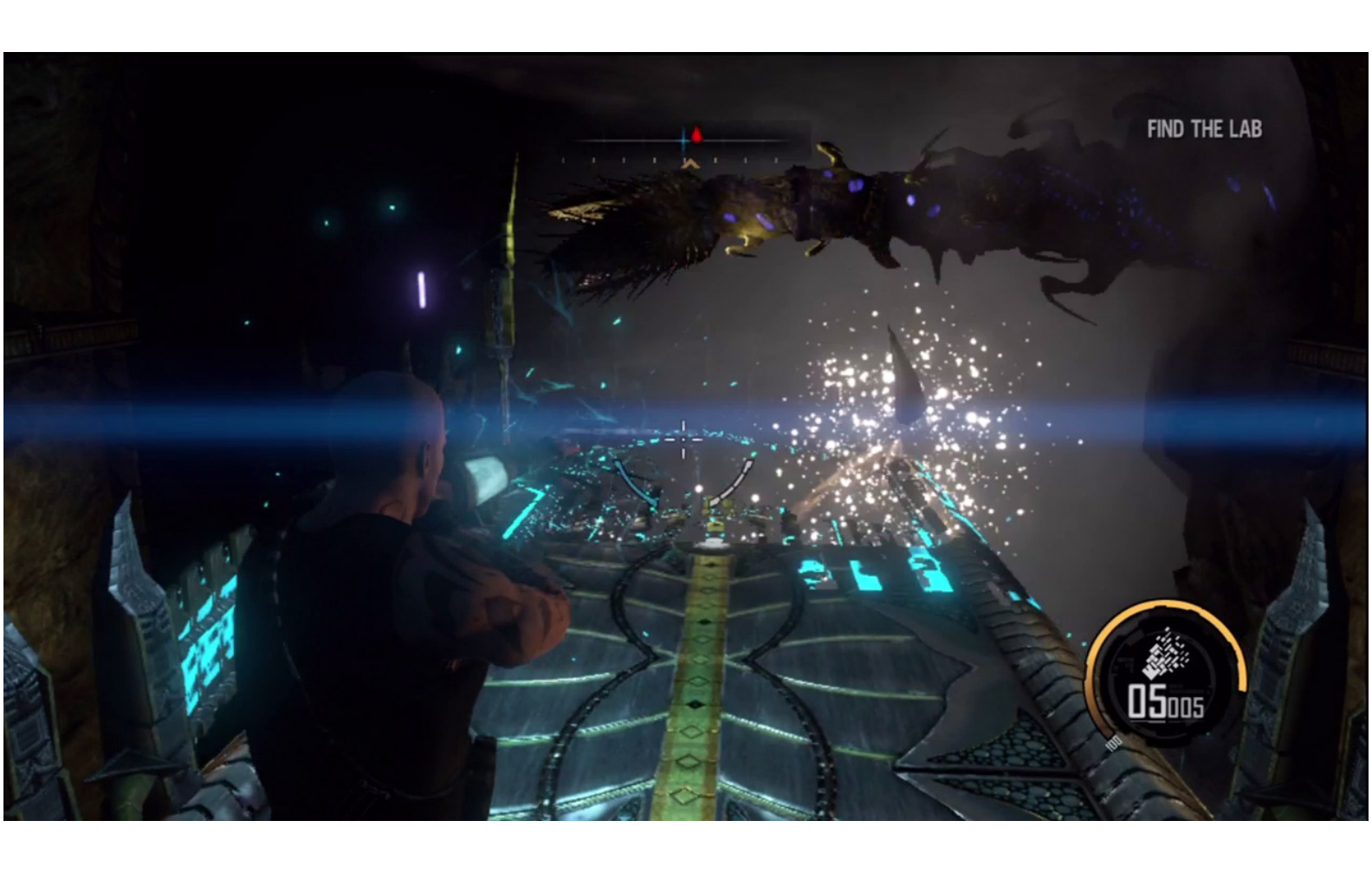


After grabbing some weapons, proceed down the corridor to the left. Stop at the upgrade station in this corridor and spend some of that salvage you've been hoarding. If you haven't already, make sure you've upgraded your Shell as much as possible—Shell Boost remains the best upgrade you can currently purchase.

New Objective: Clear the Area



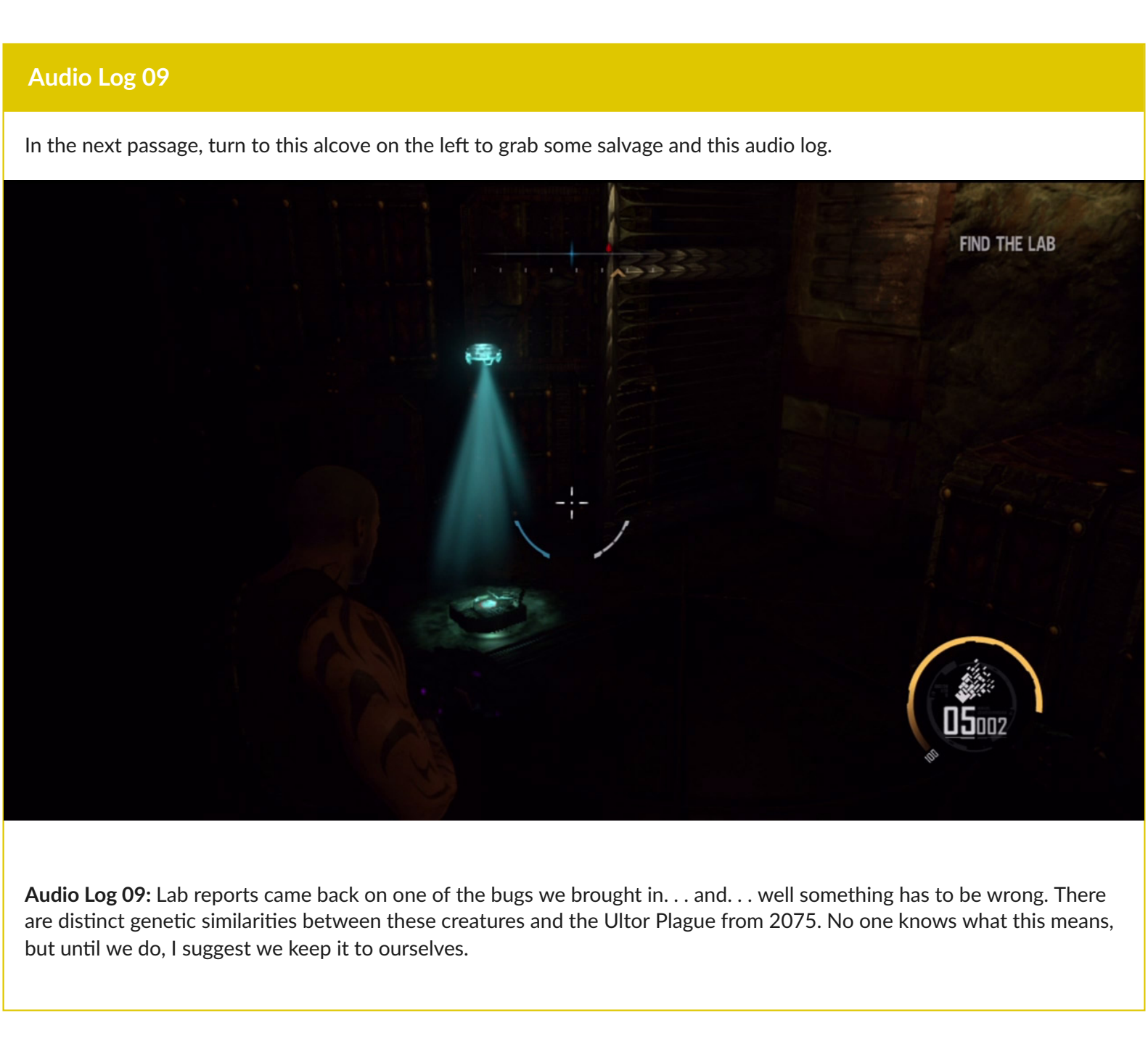
Just beyond the upgrade station, you're ambushed by a wraith and several creepers. The wraith deploys psychic barriers, preventing you from escaping this chamber. Immediately deploy a Shell and target the wraith with your most powerful weapon—the Rocket Launcher works well.The wraith is elusive and only appears for a few seconds at a time. When the wraith isn't present, focus on the creepers scurrying about the chamber. You can take these enemies out with Impact or stun them with Shockwave. After the first wave of creepers is eliminated, a second wave appears. Climb onto the nearby platform to gather more ammo if necessary. In the meantime, always watch out for the wraith and be ready to dive out of the way if you come under attack by its laser. Once the wraith is dead, the psychic barriers are removed from the adjoining passages, allowing you to continue. Before leaving, scour this chamber for ammo and salvage.



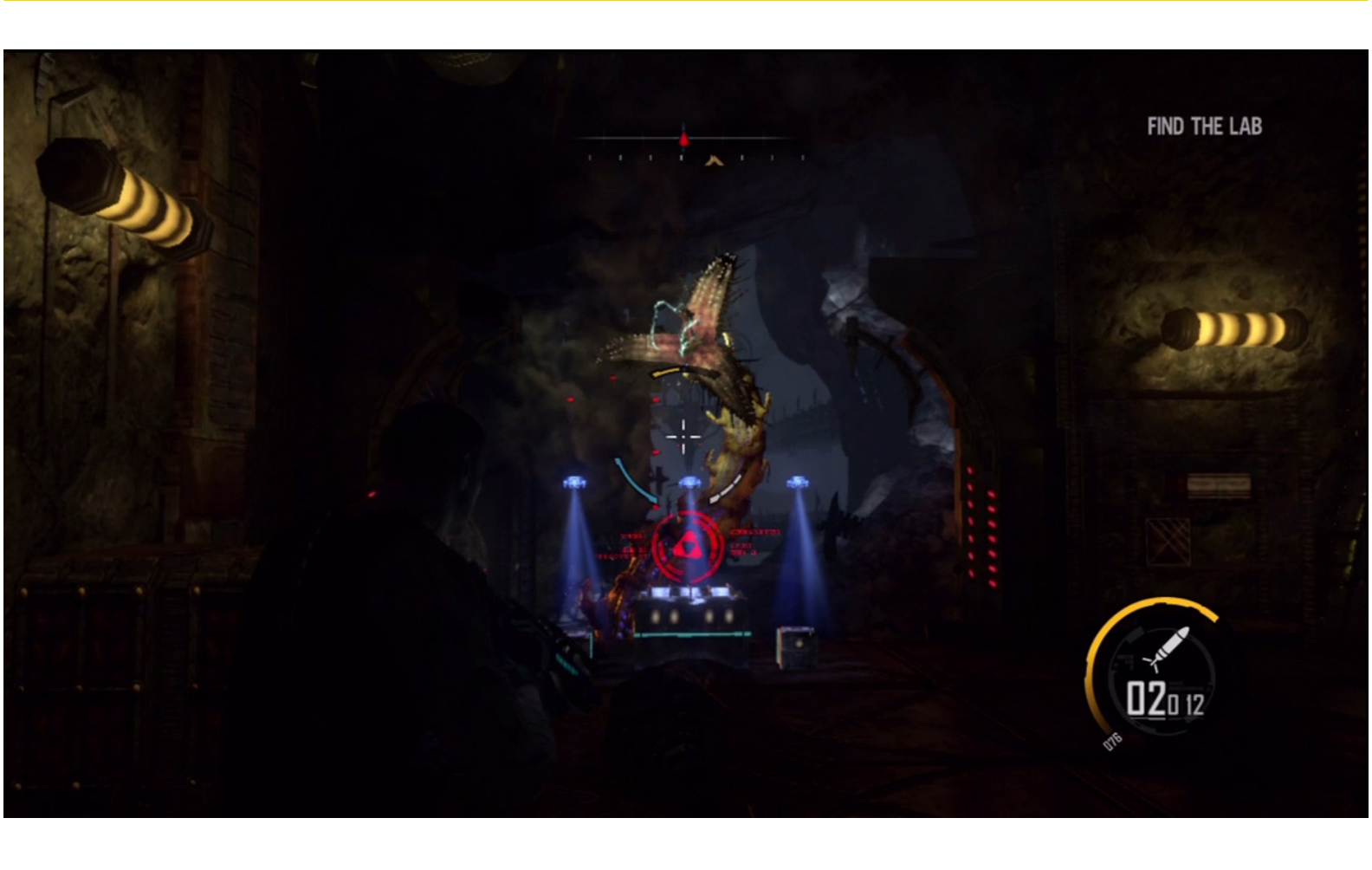
In the adjoining corridor, repair the damaged pieces of flooring while you follow the GPS markers. Also, watch out for tentacles emerging from the walls. You don't have to kill these tentacles. Simply shooting them a few times is enough to make them retreat back into the walls. However, avoid making direct contact with the tentacles. As soon as a tentacle appears, stop, shoot, and wait for it to retreat before advancing any further.

Audio Log 09

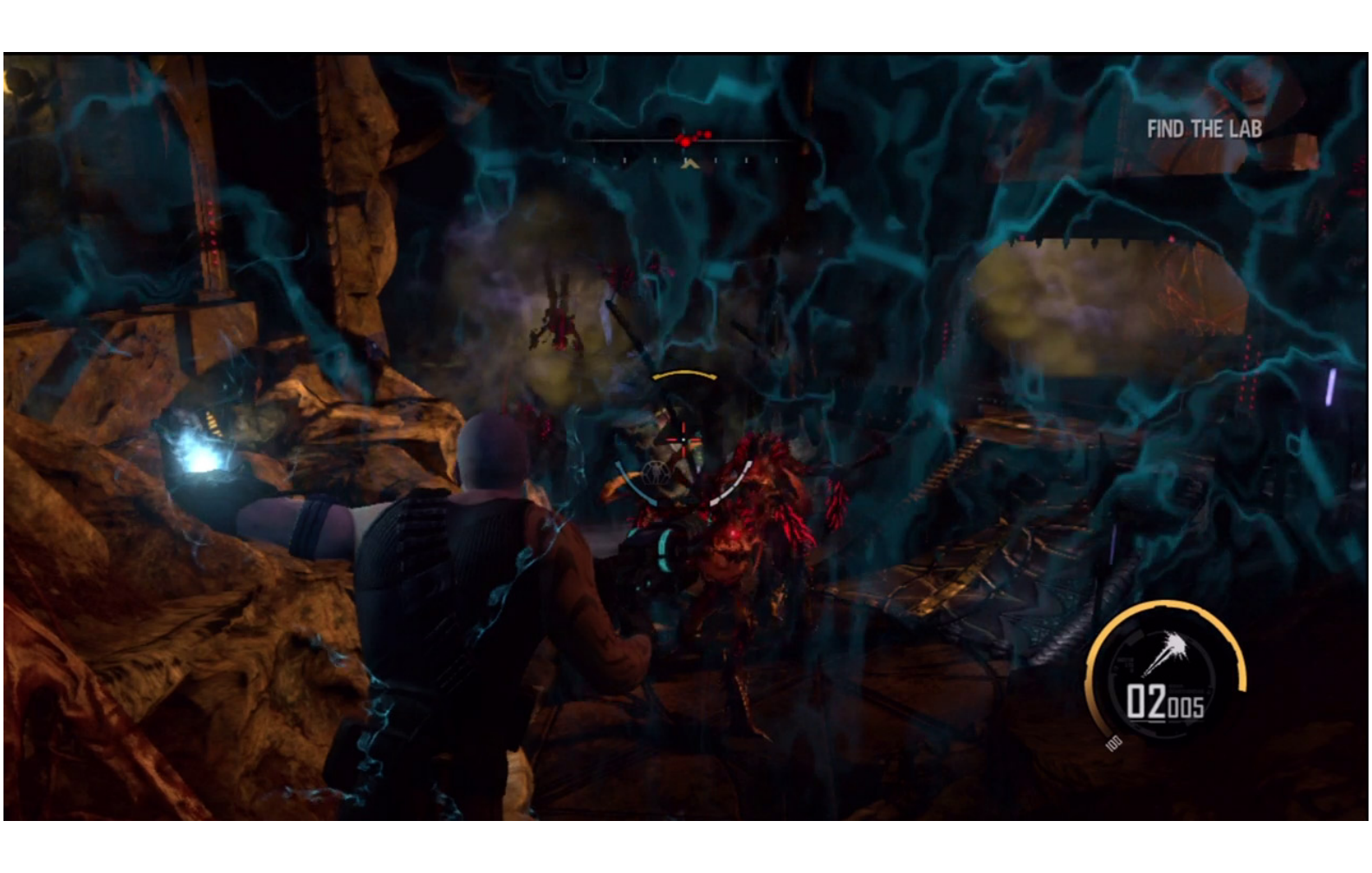
In the next passage, turn to this alcove on the left to grab some salvage and this audio log.



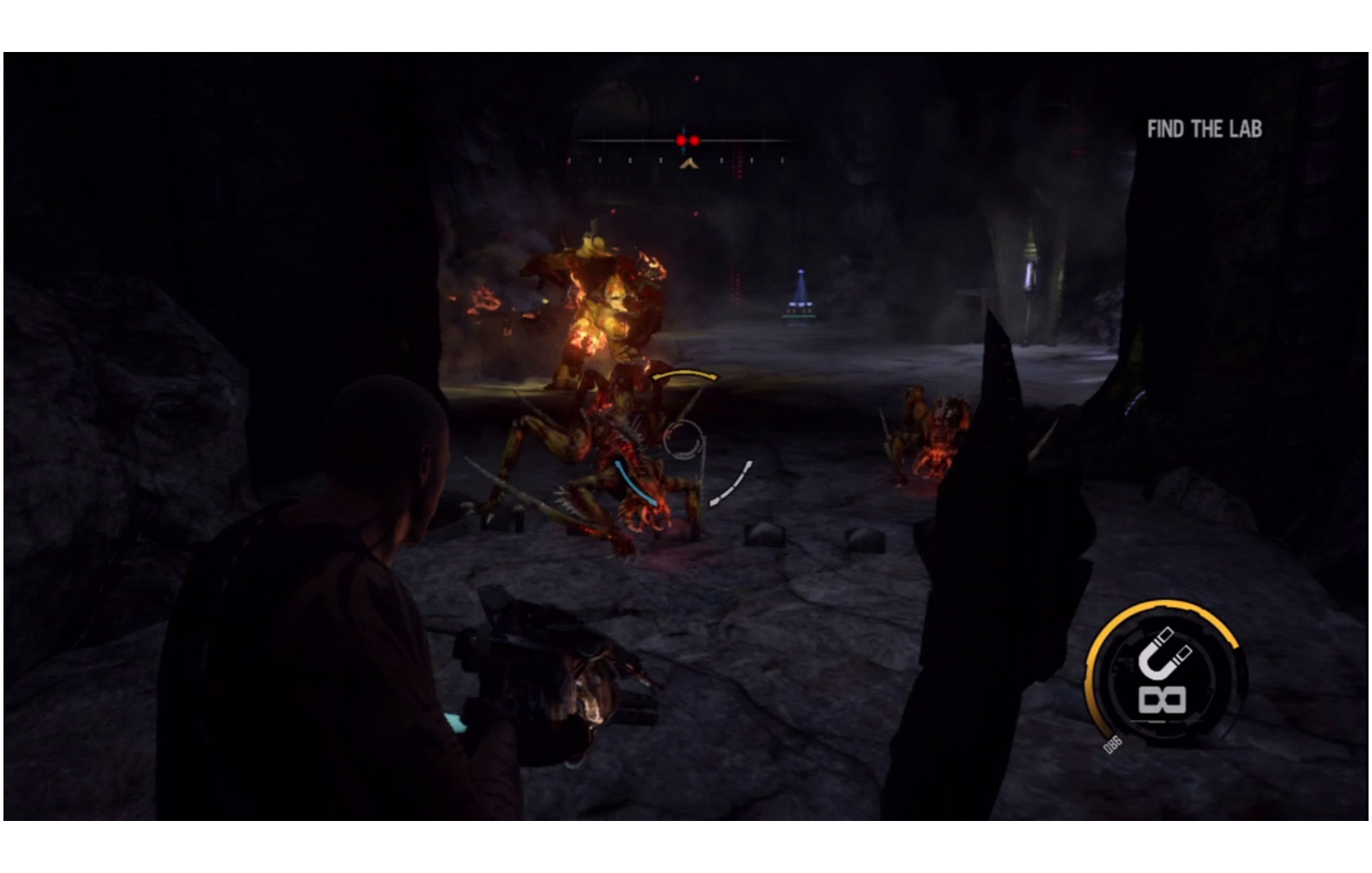
Audio Log 09: Lab reports came back on one of the bugs we brought in. . . and. . . well something has to be wrong. There are distinct genetic similarities between these creatures and the Ultor Plague from 2075. No one knows what this means, but until we do, I suggest we keep it to ourselves.



After grabbing the audio log, turn your attention to the tentacle at the far end of the corridor. Be ready to dive left or right as it throws debris in your direction. When you're not dodging debris, target the tentacle with your Rocket Launcher and unload on it. Don't worry about firing too many rockets—there's more ammo at the end of the corridor. Once the tentacle is down, follow the GPS markers through the cavern to the right where you can access another upgrade station.



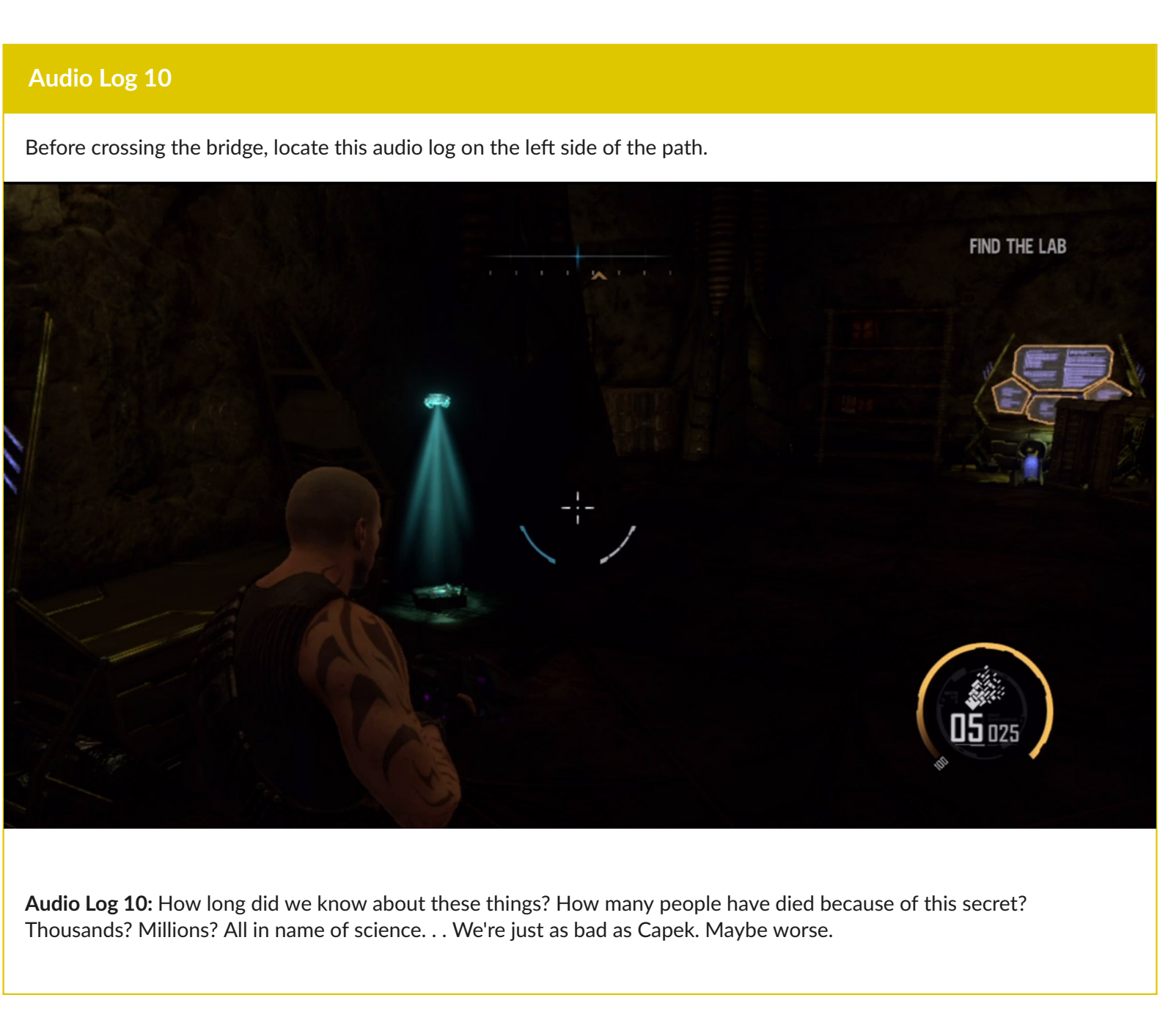
After using the upgrade station, you're ambushed by another tentacle and several ravagers. Immediately deploy a Shell and open fire on the tentacle with the Rocket Launcher. If you've invested in the Shell Boost upgrade, the Shell lasts just long enough to completely eliminate the tentacle. Next, focus on clearing out the ravagers. Stay on the move and backpedal toward the upgrade station if necessary to put a buffer between yourself and these aggressive creatures. When the Nano Forge recharges, consider using Impact or Shockwave to assist your efforts. When the area is clear, search the small room to the right for ammo and salvage before carrying on.



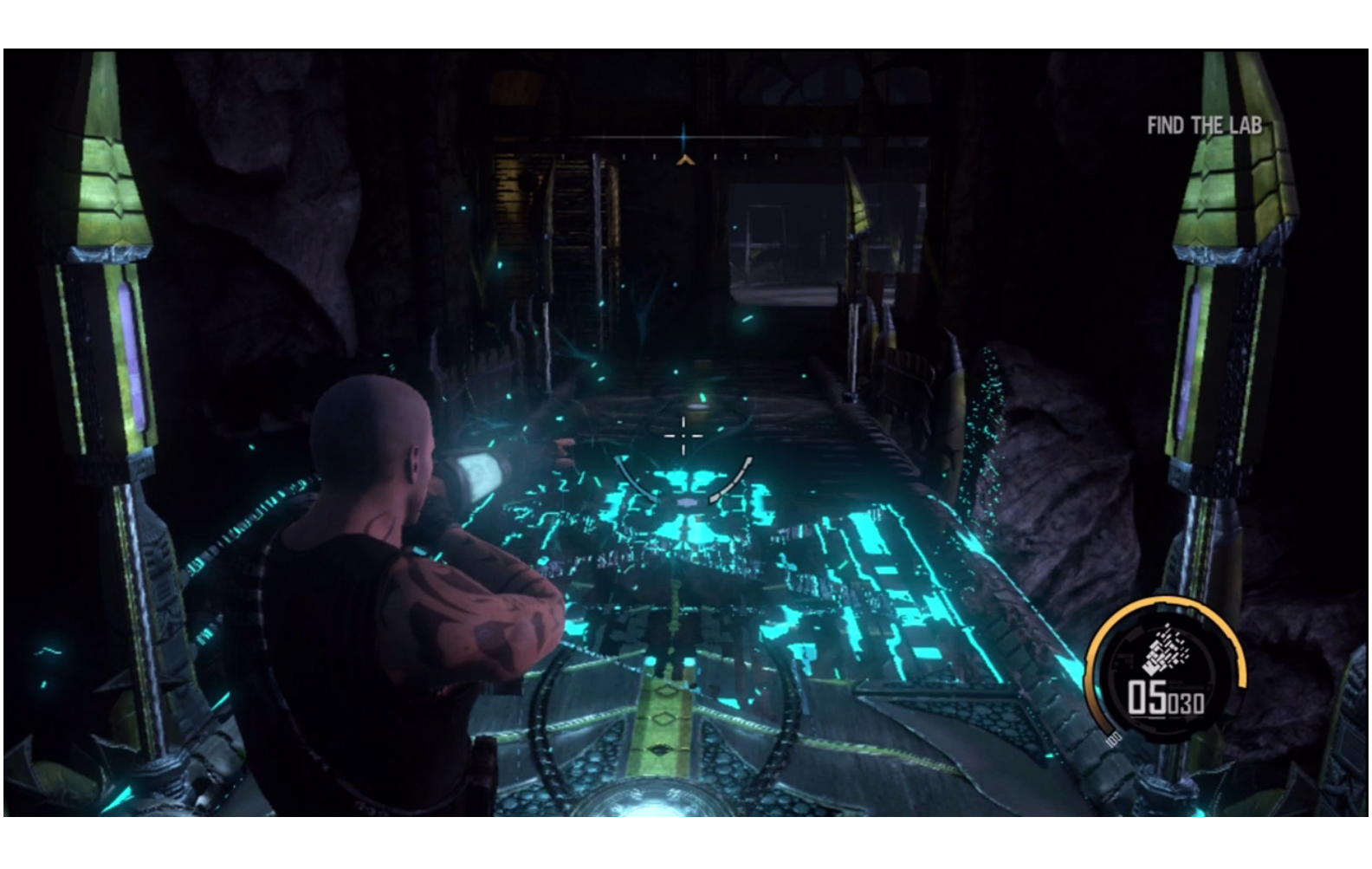
The narrow passage leading down to the next chamber is crawling with creepers. Use Impact or Shockwave to get the upper hand in this fight. While battling the creepers, take notice of the berserker in the chamber below. If necessary, use Impact or the Magnet Gun to keep pushing the berserker deeper into the chamber as you battle the creepers. If you find yourself cornered, deploy a Shell and pound the berserker with your Rocket Launcher until he explodes. Mopping up the creepers is easy once the berserker is out of the way. Grab any salvage and ammo scattered across the room and then follow the GPS markers to a nearby bridge.

Audio Log 10

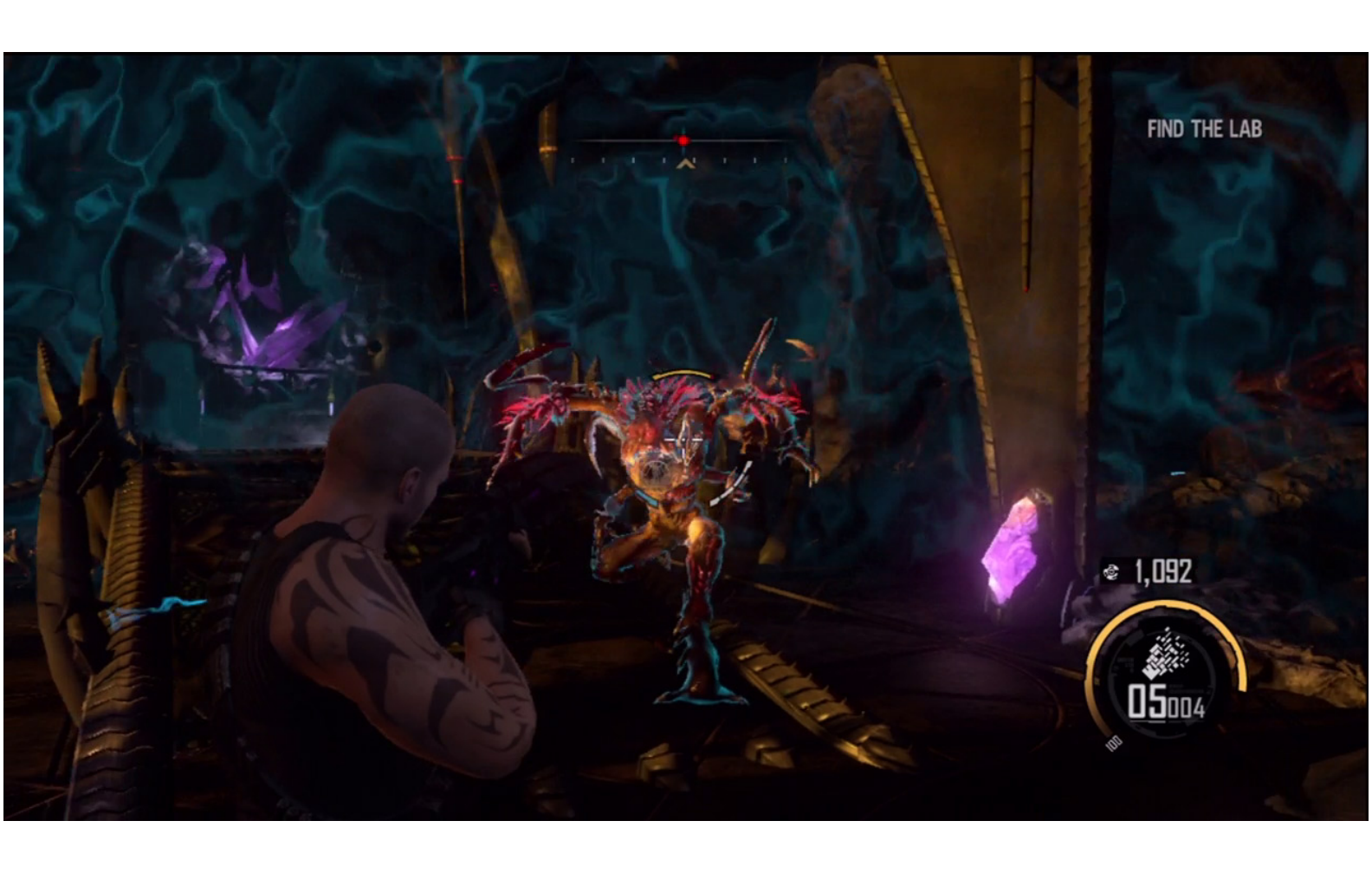
Before crossing the bridge, locate this audio log on the left side of the path.



Audio Log 10: How long did we know about these things? How many people have died because of this secret? Thousands? Millions? All in name of science. . . We're just as bad as Capek. Maybe worse.



As you begin to cross the bridge, a piece of pipe breaks free from the ceiling and crashes through the center of the bridge. Fortunately you can repair the damage. After crossing the bridge, break through the cage-like container on the left to grab a pair of salvage containers. There's also an audio log on the right.

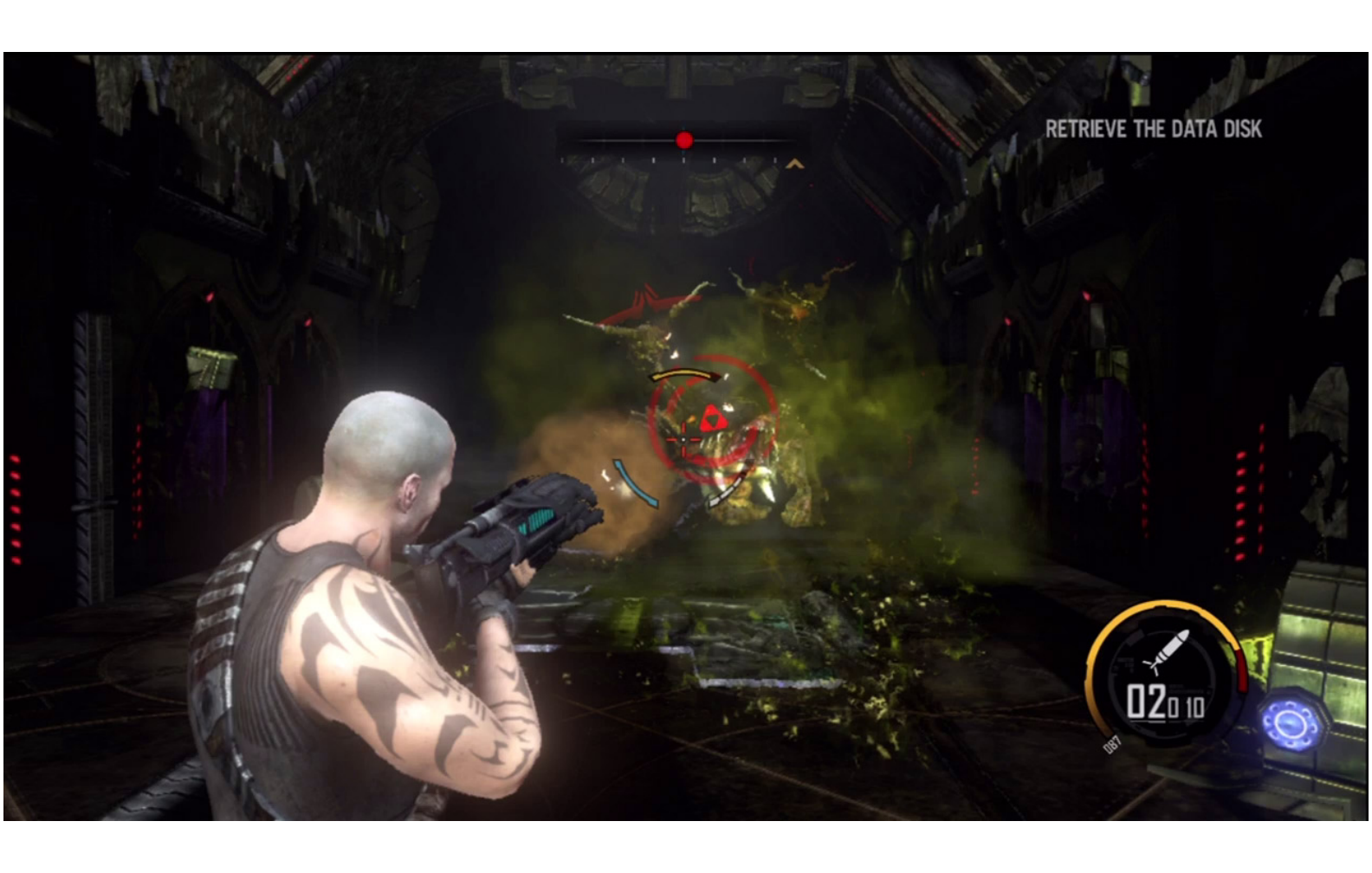


Before entering the next passage, notice the pods attached to the walls on the left and right. Try to destroy these pods from the entryway before stepping inside. Once you enter the passage, you're ambushed by several ravagers and a couple of wraiths. The wraiths seal the entry and exit points, forcing you to stay put and fight. Immediately deploy a Shell, then focus your fire on the two wraiths, hitting them with the Rocket Launcher. You'll know you've killed both wraiths when the psychic barriers disappear. At that point, finish off the ravagers and destroy any pods before exiting this passage. Be sure to grab the nearby salvage and ammo before leaving.

Marauder Lab

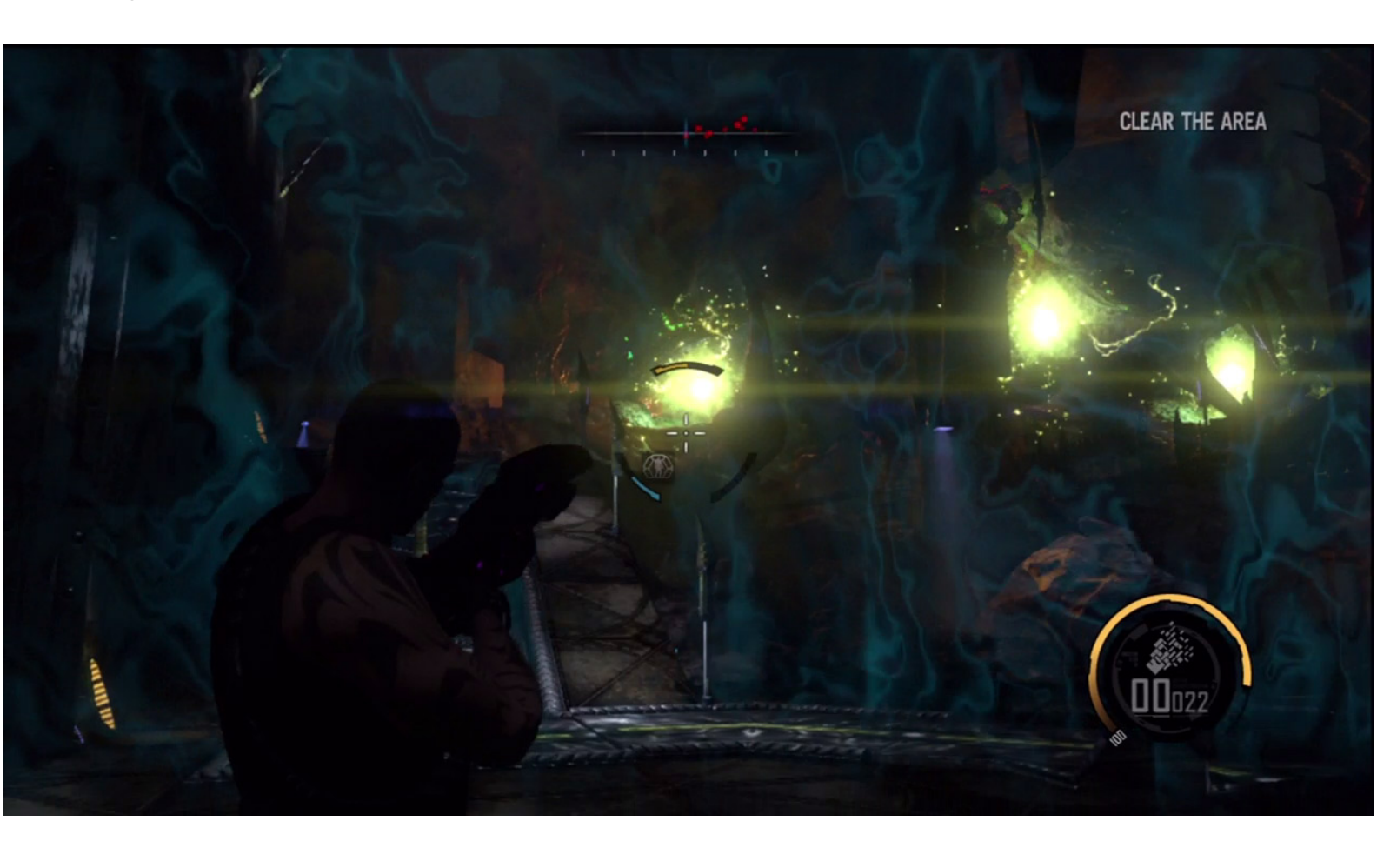
New Objective: Retrieve the Data Disk

The lab is just a little too quiet. S.A.M. reports that there is no movement ahead. Gather the salvage and ammo as you advance along the dark corridor.



Suddenly, the overhead lights turn on, revealing a behemoth at the far end of the corridor. Immediately open fire with the Rocket Launcher, scoring as many hits on the behemoth before it charges directly at you. Dive to the side, then backpedal down the corridor while firing as the behemoth turns around and prepares another charging attack. Keep playing matador with the behemoth until it finally slumps to the ground. Or, if you're having trouble dodging the behemoth's attacks, simply deploy a Shell and hold your ground. However, the Shell won't last long enough for you to completely kill the behemoth. At some point you'll need to dodge the massive creature's attacks.

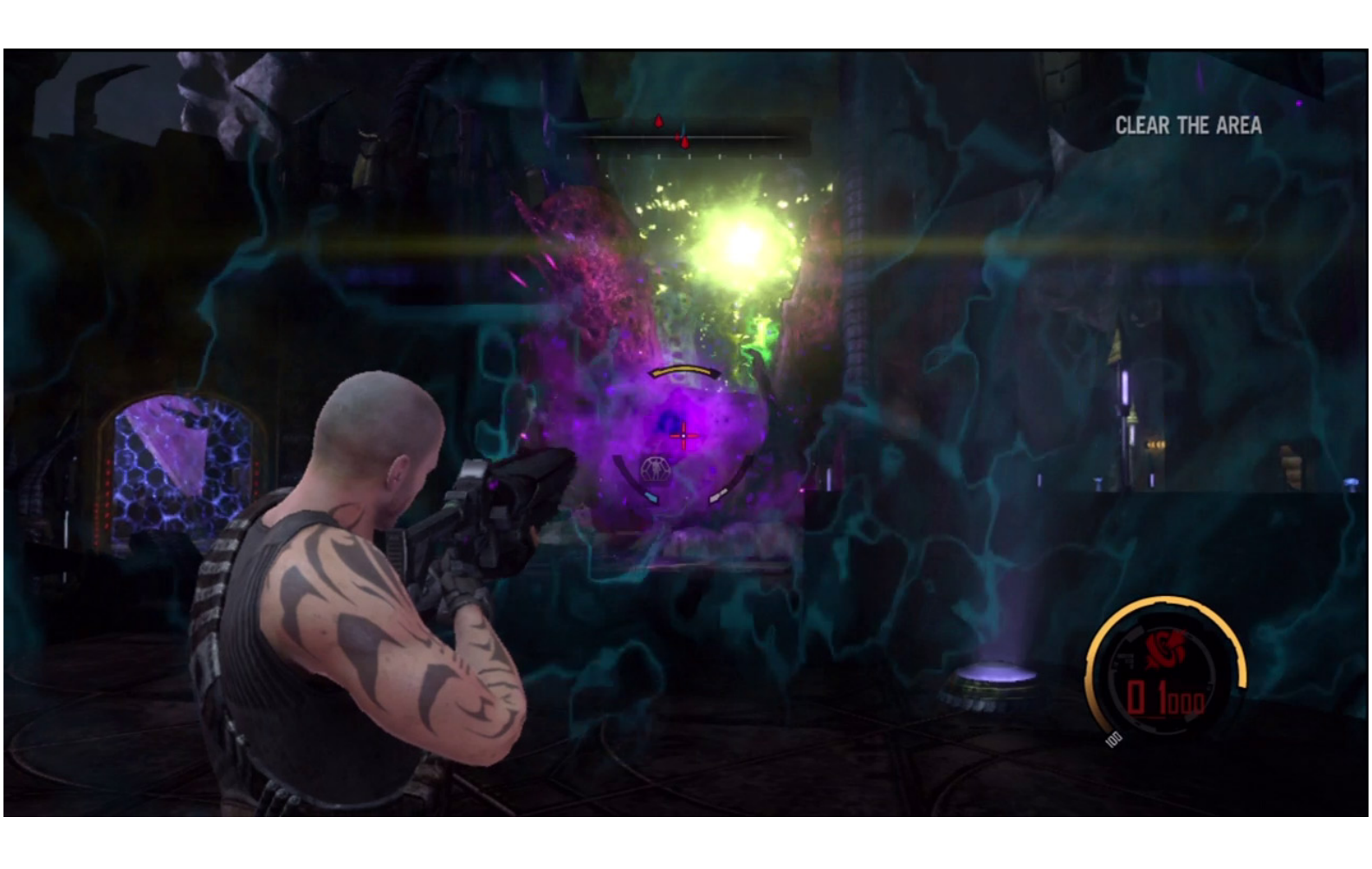
New Objective: Clear the Area



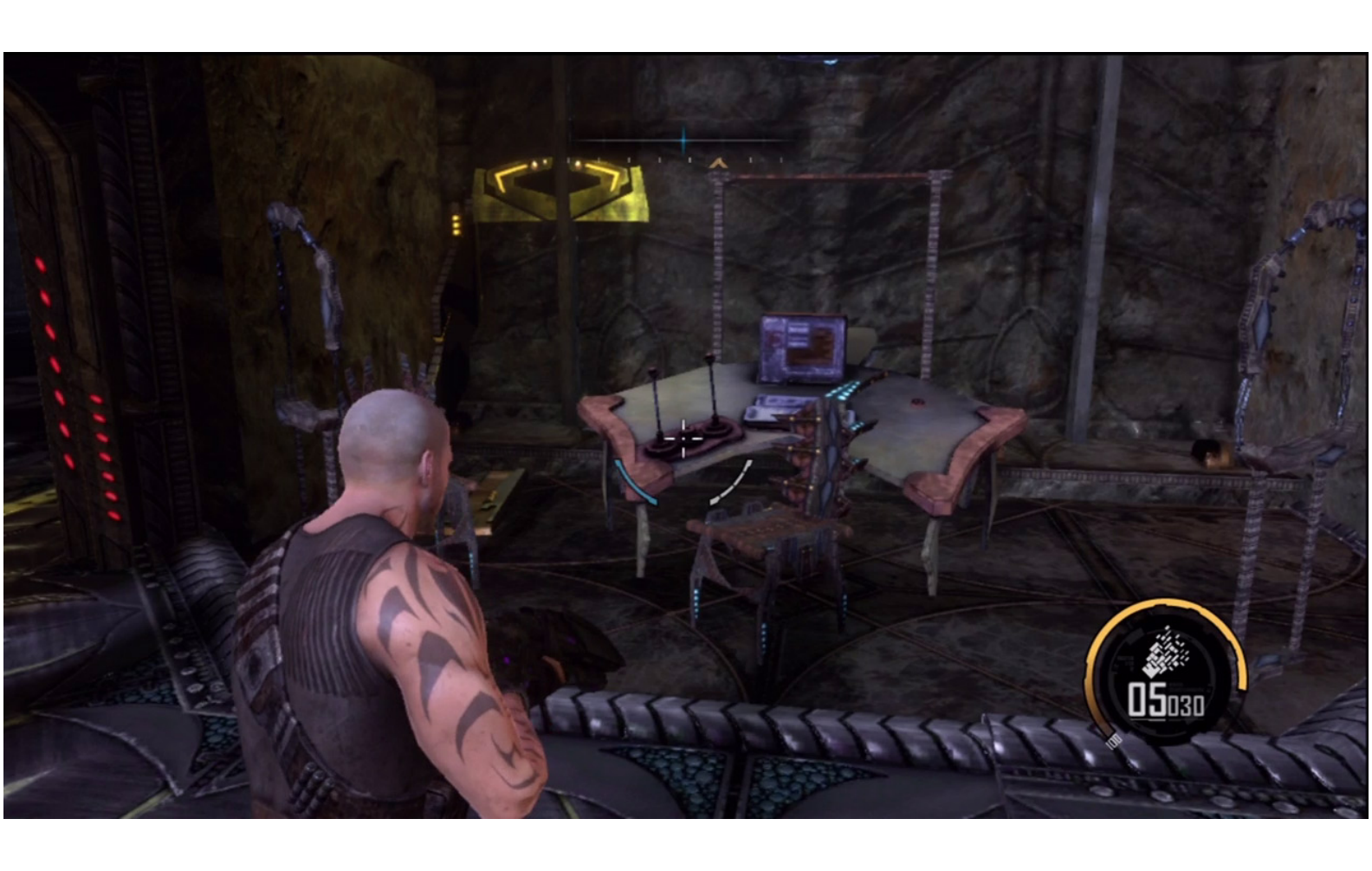
S.A.M. reports that the chip is nearby. Before entering the next chamber, access the weapons locker. For the fight ahead, bring along the Nano Rifle, Plasma Cannon, Rocket Launcher, and Singularity Cannon—you need all the heavy firepower you can get. As you enter the next room, a monolith appears on the upper level, along with several ravagers. Deploy a Shell and then open fire on the monolith—take it out quickly with the Rocket Launcher or Plasma Cannon. Once the monolith is destroyed, focus on the ravagers positioned along the room's perimeter and ceiling. Soon, three more monoliths appear on the upper level. Once again, deploy a Shell and attack the monoliths with your Rocket Launcher or Plasma Cannon. It's important to destroy the monoliths as soon as they appear, otherwise the ravagers are more resistant to your attacks.

Tip

Running low on ammo? Ammo is scattered around this room on the lower and upper levels. Also, you can backtrack to the weapons locker and swap out weapons if you run completely out of ammo for one particular weapon.



As more monoliths emerge on the room's upper level, traverse one of the ramps on the left or right side of the room. Locate a spot on the upper level where you have a clear line of sight on multiple monoliths, then deploy another Shell. Hammer away at the monoliths with any weapon you have. The Singularity Cannon can inflict heavy damage on the monoliths. For best results, deploy a black hole between two monoliths. While the black hole can't dislodge the monoliths, the resulting explosion when the black hole collapses inflicts heavy damage over a wide area. Study your compass and hunt down each monolith and ravager until the room is clear. Before grabbing the data disk, scour the room for salvage and ammo—by now, you'll probably need all the ammo you can find. When you've grabbed all the ammo you can carry, move to the white bracketed location on the HUD to retrieve the data disk.



Moving next to the desk ends the level. In the following cutscene, Darius retrieves the chip, allowing to decrypt Noella's holo-recording data. In her last recording, Noella mentions something about a central mind responsible for controlling this outbreak.

Long ago, Capek mapped a path to this central mind before it drove him mad. According to Noella, killing the central mind is the only hope of stopping this plague. In the final moments of Noella's recording, Adam Hale is shown sneaking up behind her and shooting her in the back.

Plan B

This achievement/trophy is unlocked upon the completion of this level.

Archivist Logs

All of Noella's audio logs are now accessible via the Extras menu. They are included with the other audio logs you've collected, listed under Archivist Logs 1-10. If you've gathered at least 30 of the 36 audio logs encountered up to this point, the Chronicler achievement/trophy also unlocks upon the retrieval of the Archivist Logs.

Archivist Log Transcripts

Log	Transcript
01	Someone has been accessing the archives remotely...I'm not sure what they're looking for, but the targeted files seem to be from the Ultor database. They won't have much luck finding anything...they'll never be able to get through the decryptions.. Should probably keep an eye on this, though...Who knows what else they're after.
02	We've found out the identity of the hacker. It's Adam Hale. The files being targeted are Capek's personal logs...Everything we've kept secret from the public-secret from our own leaders-is in there...the MASTers, the Seal, the origin of the Plague...He must be stopped.
03	Hale knows about the expedition... He knows Capek and his Martian Advanced Science Team-the MASTers-found an ancient shaft...thousands of years old...That's why he's trying to access the records. He wants what's down there... Sleeping in the planet core.
04	The destruction of the Terraformer has been devastating...but there is a silver lining in it. Hale is dead. Whatever his master plan was, it's now over. Capek's secrets are buried with him.
05	I can't go to the Marauders with this information. The Archivists have kept the truth hidden all these years...I cannot break my vows. But I fear what will happen if I do not. Hale is too close...
06	Capek discovered the...the nightmares...All his scientific breakthroughs...his "miracles"...were a direct result of what the MASTers found deep below the surface. We were successful in stopping their fi rst attack...but the Ultor Plague was just a precursor...something worse is coming.
07	This can't be happening...Hale is dead. No one else knew about the creatures... The clues to stopping them must be in Capek's journals. I can find it. I just need more time...
08	They spent months inside those tunnels...studying the dormant creatures...taking samples... And then something happened. Something woke them up. They escaped just in time... Only a handful of scientists survived, and the ones that returned had gone mad. Capek the worst of them all...
09	The Seal is the key to everything...its technology is far superior to anything we've ever known. According to the records, it acts as an environmental control...an atmospheric generator of some kind. No one knows where it came from...But as long as the Seal is in place, the Plague stays dormant.
10	Hale is alive...I'm sure of it. He accessed the Ultor logs again last night. I've locked the archives, but that won't stop him. He'll come looking for me. None of this can be stopped now...We are all doomed.

Campaign

Air Support

Icon	Name	Description	Gamerscore	Trophy
	Hit 'N Run	Kill an enemy by ramming him with the Inferno GX.	15	Bronze
	Old Friends, Older Enemies	Safely escort Winters through the depths.	15	Bronze

Objectives:

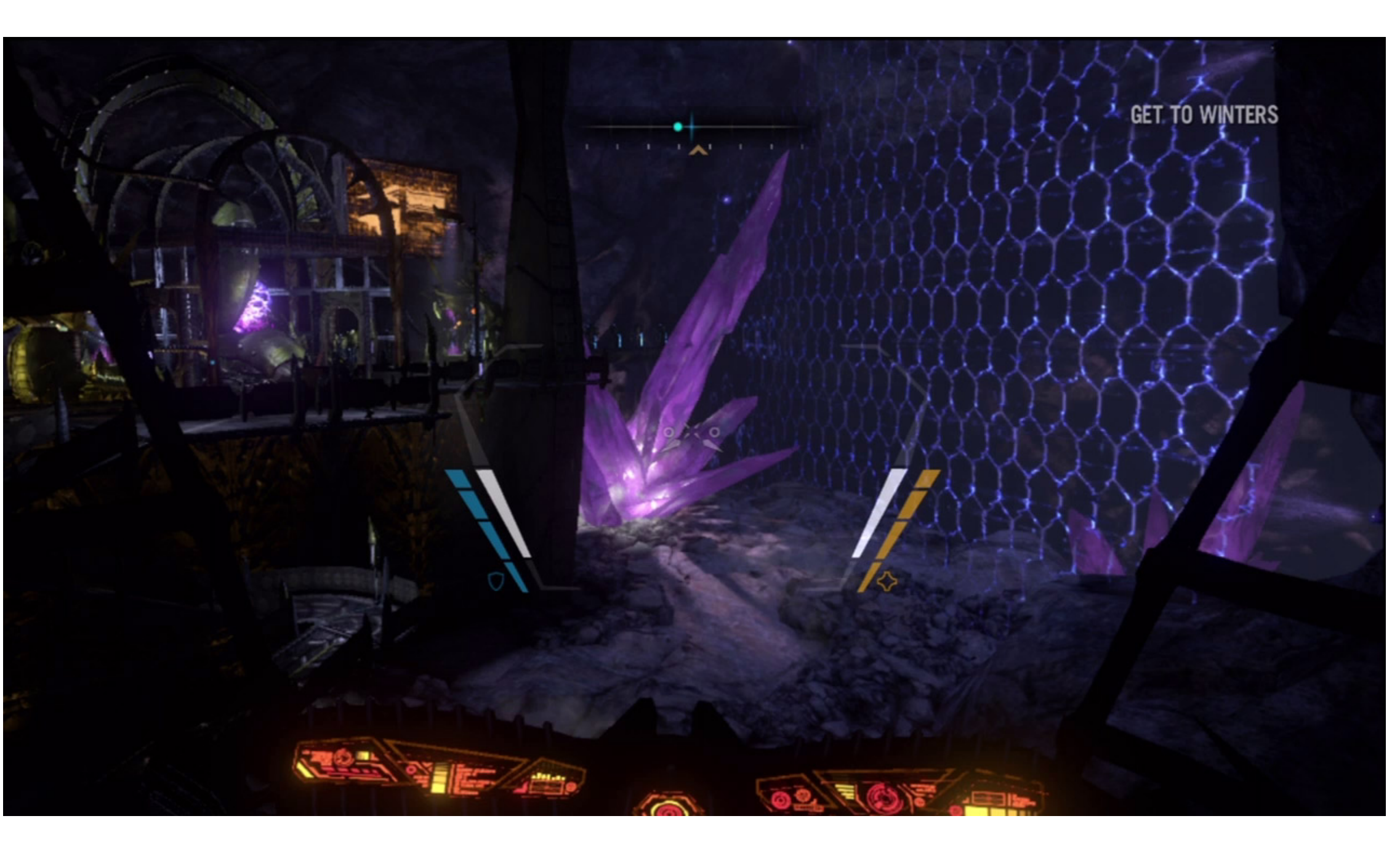
Get to winters
Destroy Infected Targets
Save Marauder Buggy
Destroy Infected Targets
Destroy the Bridge

Note

This is strictly a vehicle-based level with no pick-ups or audio logs. Progression is completely linear, requiring no map. If necessary, use the GPS arrows to find your way to the end.

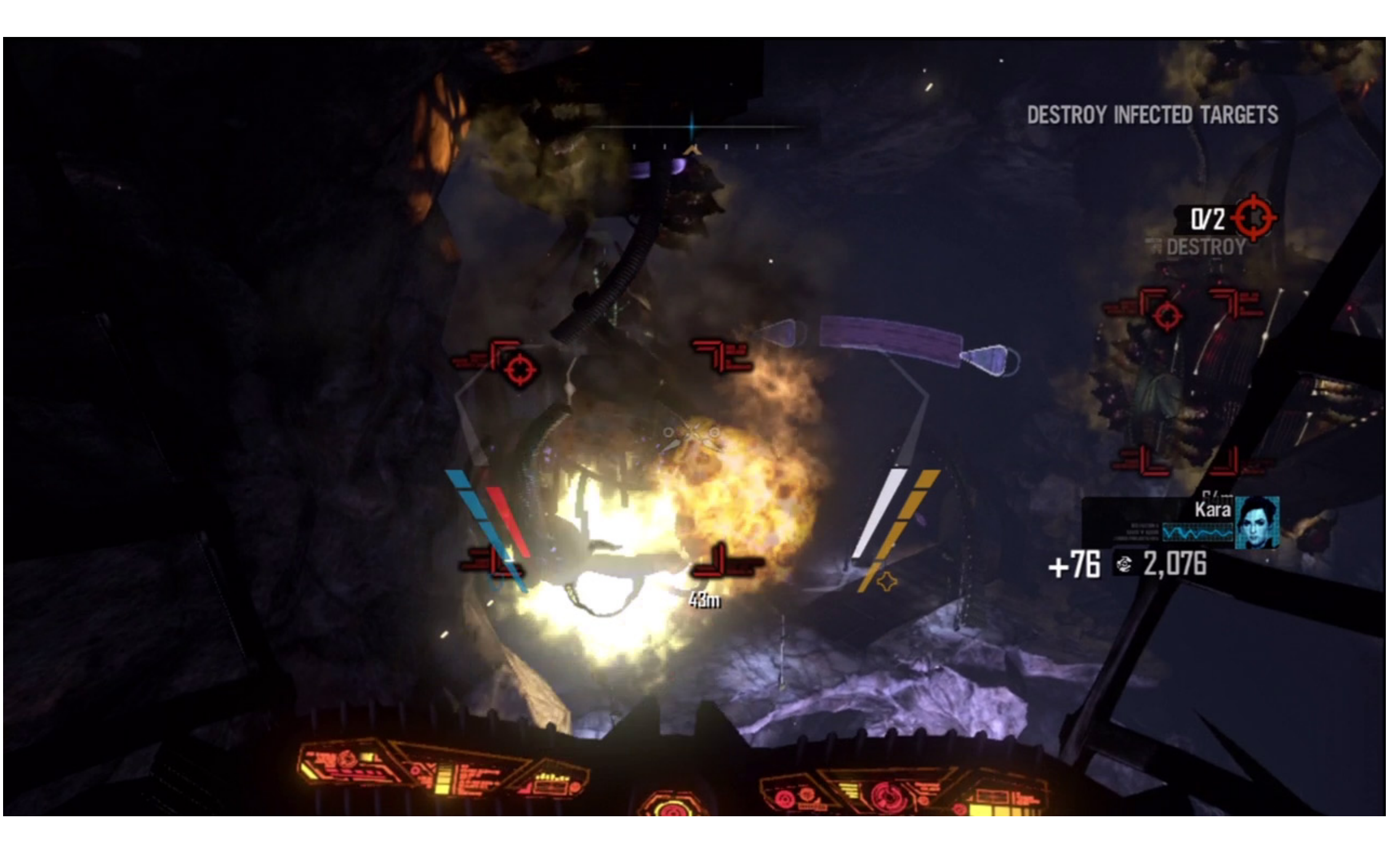
After watching Noella's last holo-recording, Kara reports that Sergeant Winters has arrived to lend a hand. But more creatures have followed him here. Winters needs help fending off the bugs. Outside the lab, Darius spots an Inferno GX flyer. These flyers were constructed to navigate the Marauder caverns beneath the Martian surface. Right now, the flyer is Darius' best chance of reaching Sergeant Winters before his position is overrun.

New Objective: Get to Winters

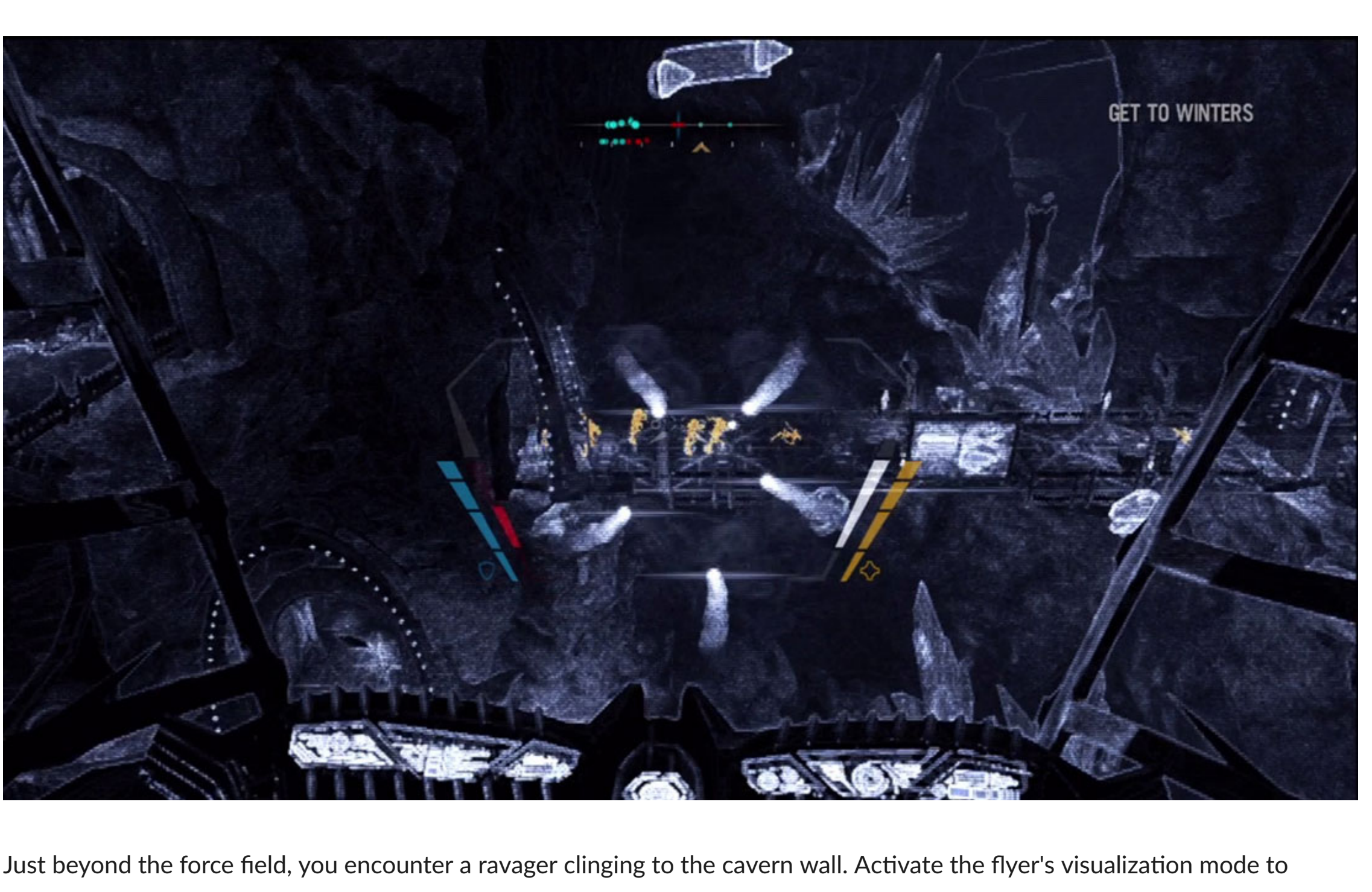


Piloting the flyer isn't that much different than driving a walker. The flyer moves in any direction you need it to. When not moving, the flyer automatically hovers in place. Take a moment to get used to the controls, then follow the GPS markers toward a large force field blocking your path. The force field is powered by the nearby generator, marked on the HUD with red brackets. Aim at the generator and fire a missile, pressing the button shown on screen. One direct hit with a missile is enough to destroy the generator, causing the force field to disappear.

New Objective: Destroy Infected Targets

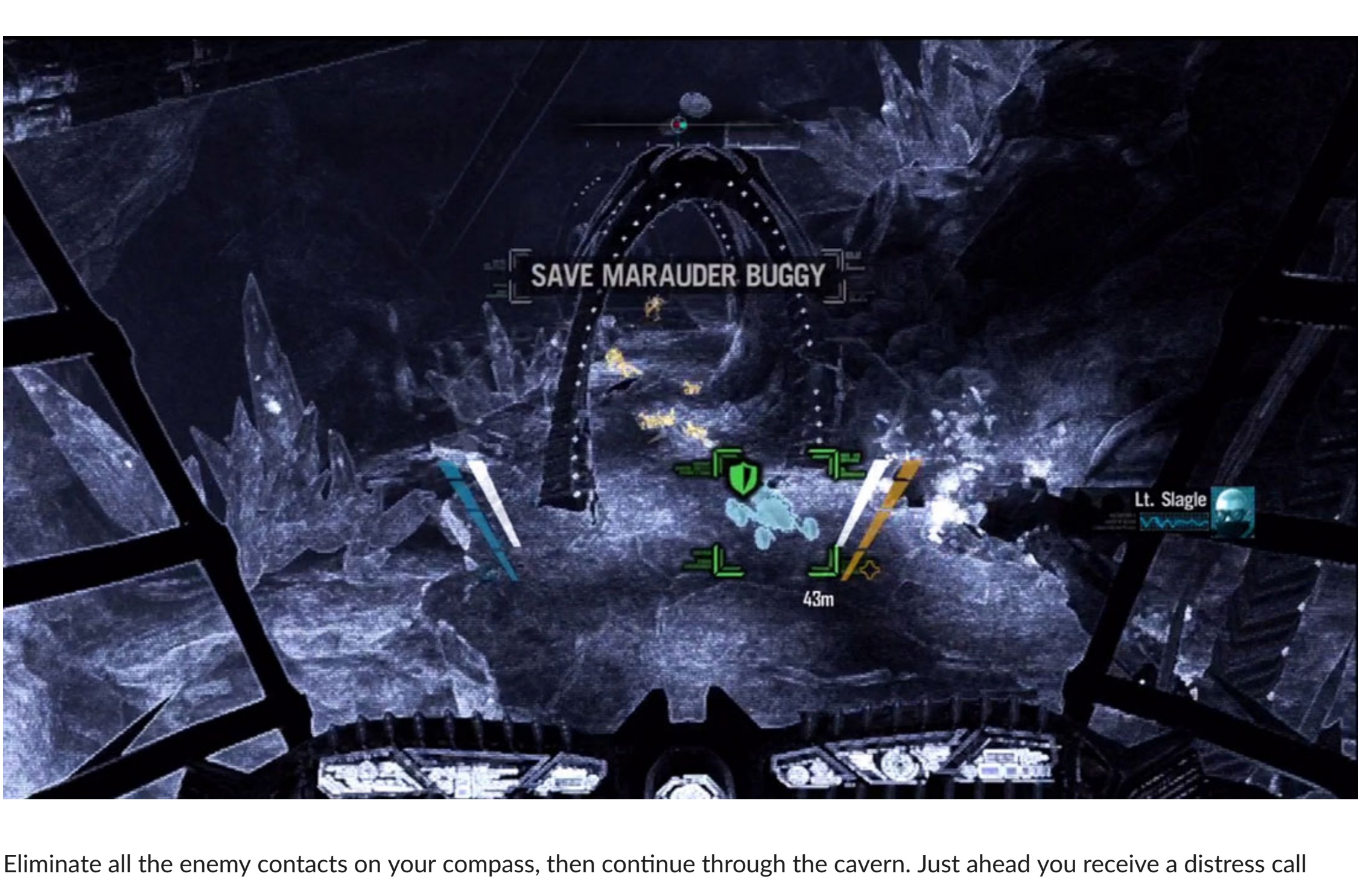


S.A.M. reports that the route to Sergeant Winters is completely infested. You'll need to clear a path to make it to the palace. Fly into the adjoining cavern and target the two infected structures hanging from the ceiling. It takes a couple of missiles to knock out each infected structure.Beyond the structures, follow the on-screen instructions to adjust the flyer's altitude. By using these controls you can make the flyer move vertically, regardless of which direction it's facing. Use these controls to navigate past the bridges and other terrain ahead. Another force field blocks access to the next cavern—take out the nearby generator with a missile to proceed.

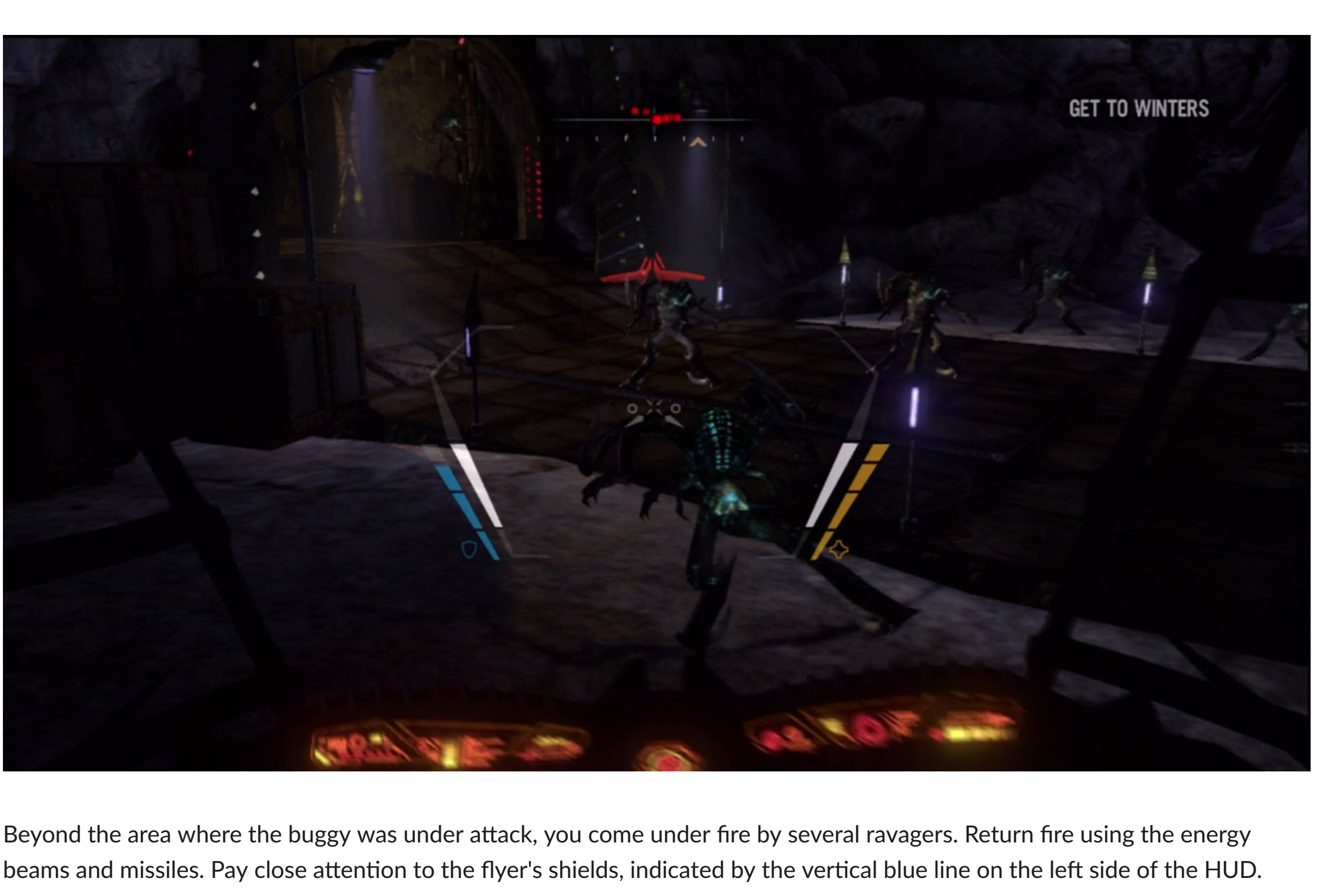


Just beyond the force field, you encounter a ravager clinging to the cavern wall. Activate the flyer's visualization mode to better spot this creature. As on the Scout Walker, visualization mode highlights each creature's heat signature, making it easy to spot in this dark setting—enemy targets are yellow and friendly targets are blue. If you still can't see the ravager, study your compass and maneuver the flyer until the creature comes into view. Once you have the ravager in your sights, blast it with the flyer's energy beams. These inflict less damage than the missiles, but are more than sufficient for taking out the ravager. Just ahead, another flyer takes off but is soon shot down by a large group of ravagers. Locate the ravagers on the platform and bridge below and then open fire. When attacking the ravagers on the bridge, fire a missile to make the bridge collapse, taking the ravagers with it.

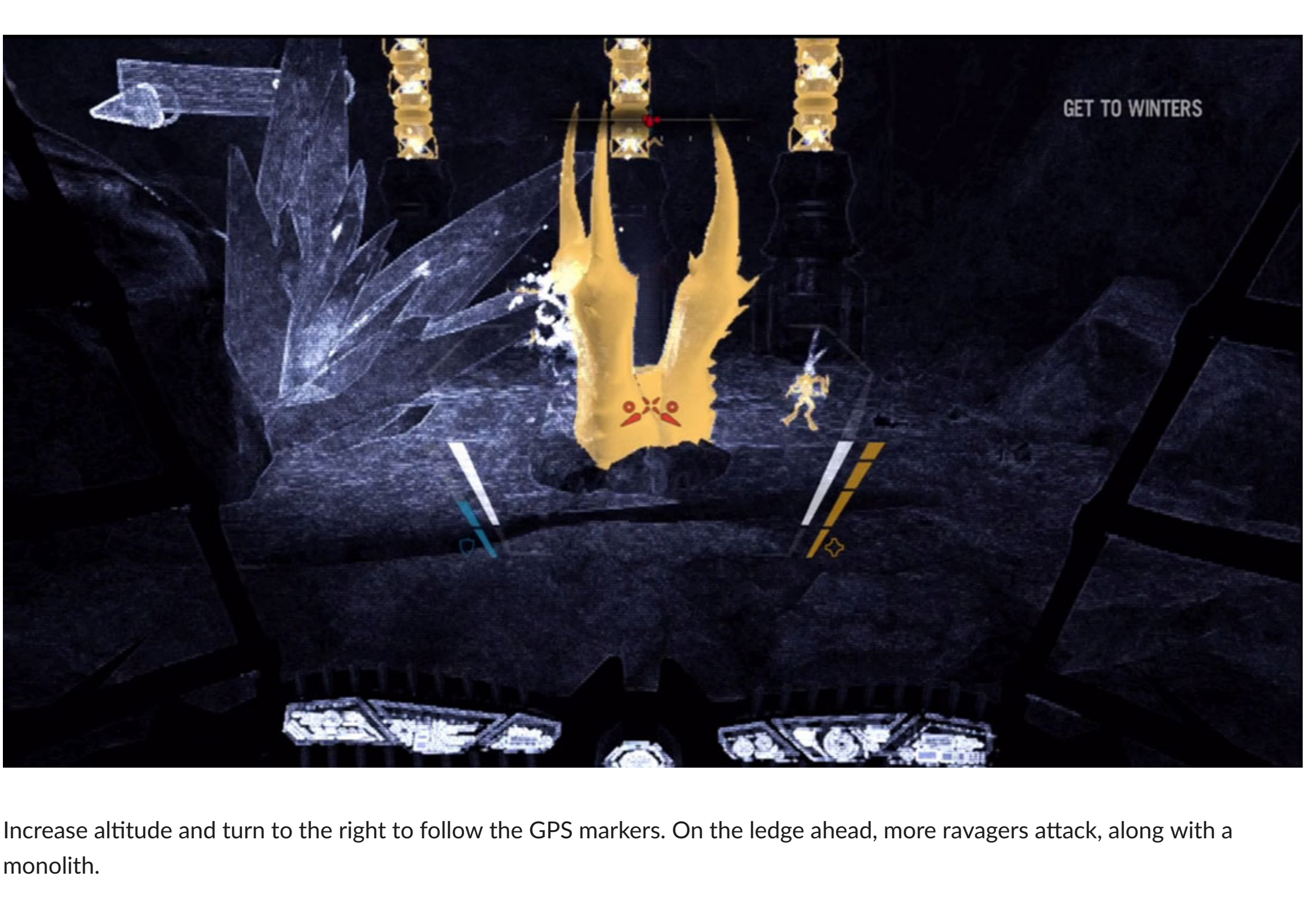
New Objective: Save Marauder Buggy



Eliminate all the enemy contacts on your compass, then continue through the cavern. Just ahead you receive a distress call from a Marauder solider driving a buggy—he's come under attack by bugs. With the flyer's visualization mode activated, search the right side of the cave for the buggy, marked with green brackets on the HUD. Take careful aim and eliminate the surrounding ravagers and creepers using the flyer's energy beams. By pressing the aim button, you get a slightly magnified view, making it easier to pick off distant targets with greater accuracy. Once all the creatures are dead, continue through the cavern, following the GPS markers.



Beyond the area where the buggy was under attack, you come under fire by several ravagers. Return fire using the energy beams and missiles. Pay close attention to the flyer's shields, indicated by the vertical blue line on the left side of the HUD. Once the shields are depleted, the flyer begins taking damage. If this happens, consider retreating. At the very least, keep moving to avoid becoming an easy target. Remember, the flyer can move both laterally and vertically While firing, continue juking left, right, up, and down to evade the incoming fire. You can also take the fight to close range, running down the ravagers with the flyer—this is a great spot to earn the Hit 'N Run achievement/trophy.



Increase altitude and turn to the right to follow the GPS markers. On the ledge ahead, more ravagers attack, along with a monolith.

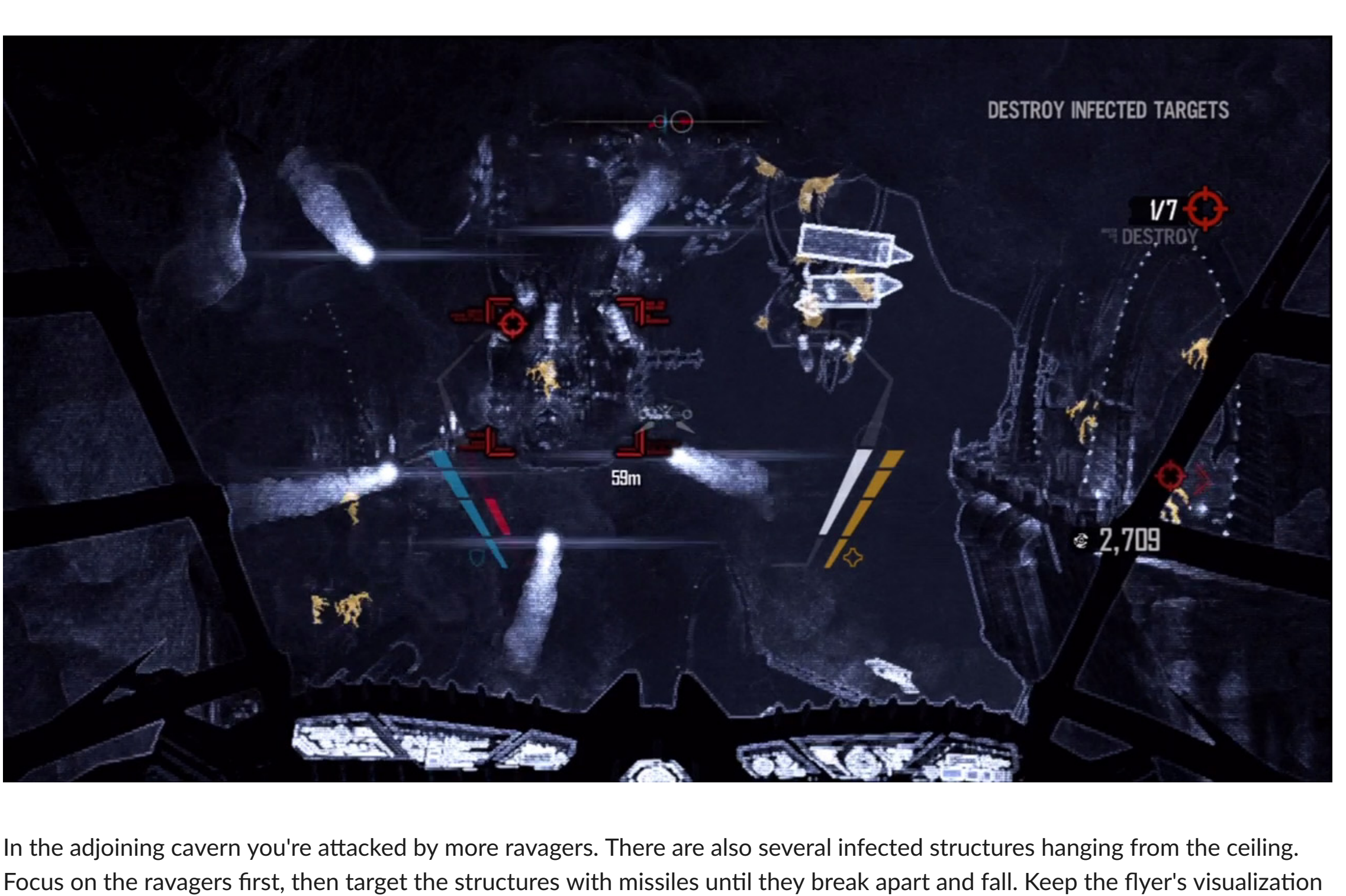
Fire missiles at the monolith until it explodes, then mow down the ravagers. Remember to move laterally while attacking.

Getting hit by one of the monolith's green energy blasts can inflict heavy damage. Once all the creatures are down, destroy the three towers in the background to earn some salvage.

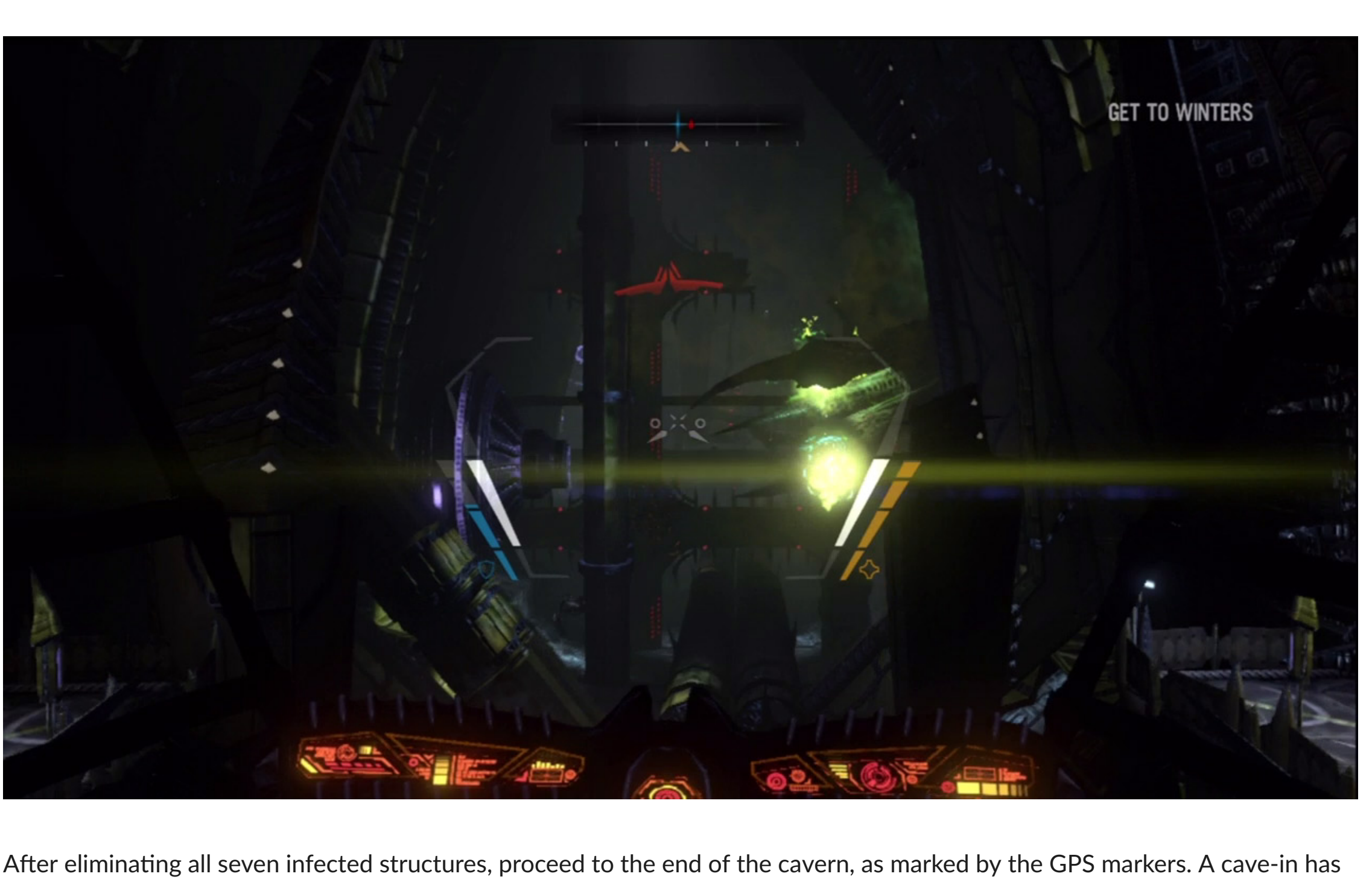
Hit 'n' Run

Swoop down low and run down a ravager with the flyer to unlock this achievement/trophy.

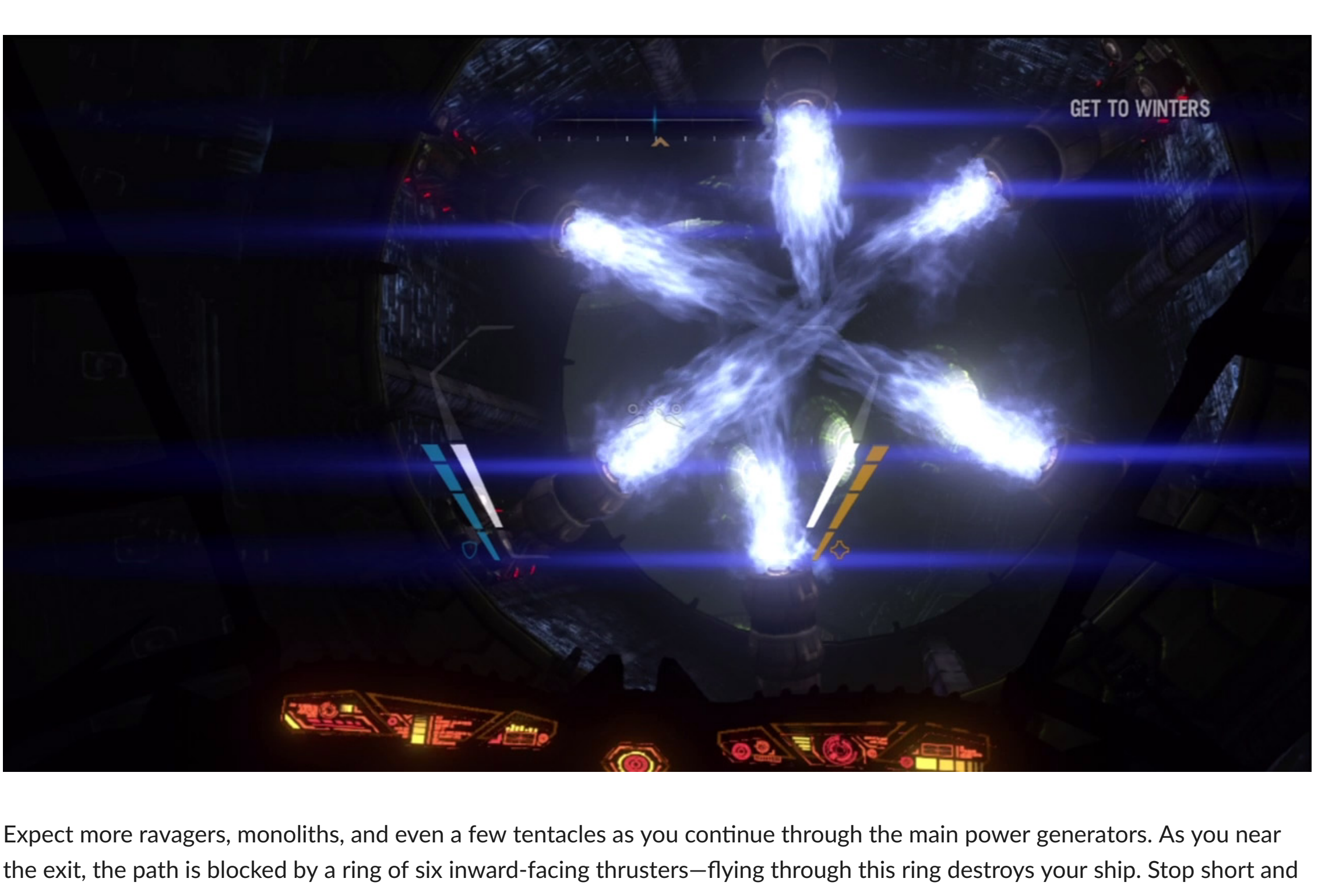
New Objective: Destroy Infected Targets



In the adjoining cavern you're attacked by more ravagers. There are also several infected structures hanging from the ceiling. Focus on the ravagers first, then target the structures with missiles until they break apart and fall. Keep the flyer's visualization mode active during this sequence to better spot the ravagers. And don't forget to use the zoom function by pressing the aim button. By zooming in, you can often spot distant targets you otherwise can't see. There are a total of seven infected structures you must destroy in this cavern, but don't let that distract you from the ravagers. Eliminate every ravager you encounter and don't let them get behind you. If you neglect the ravagers, they'll have no problem shooting you down. If your shields are depleted, retreat to an already cleared portion of the cavern and let them recharge before resuming the attack.

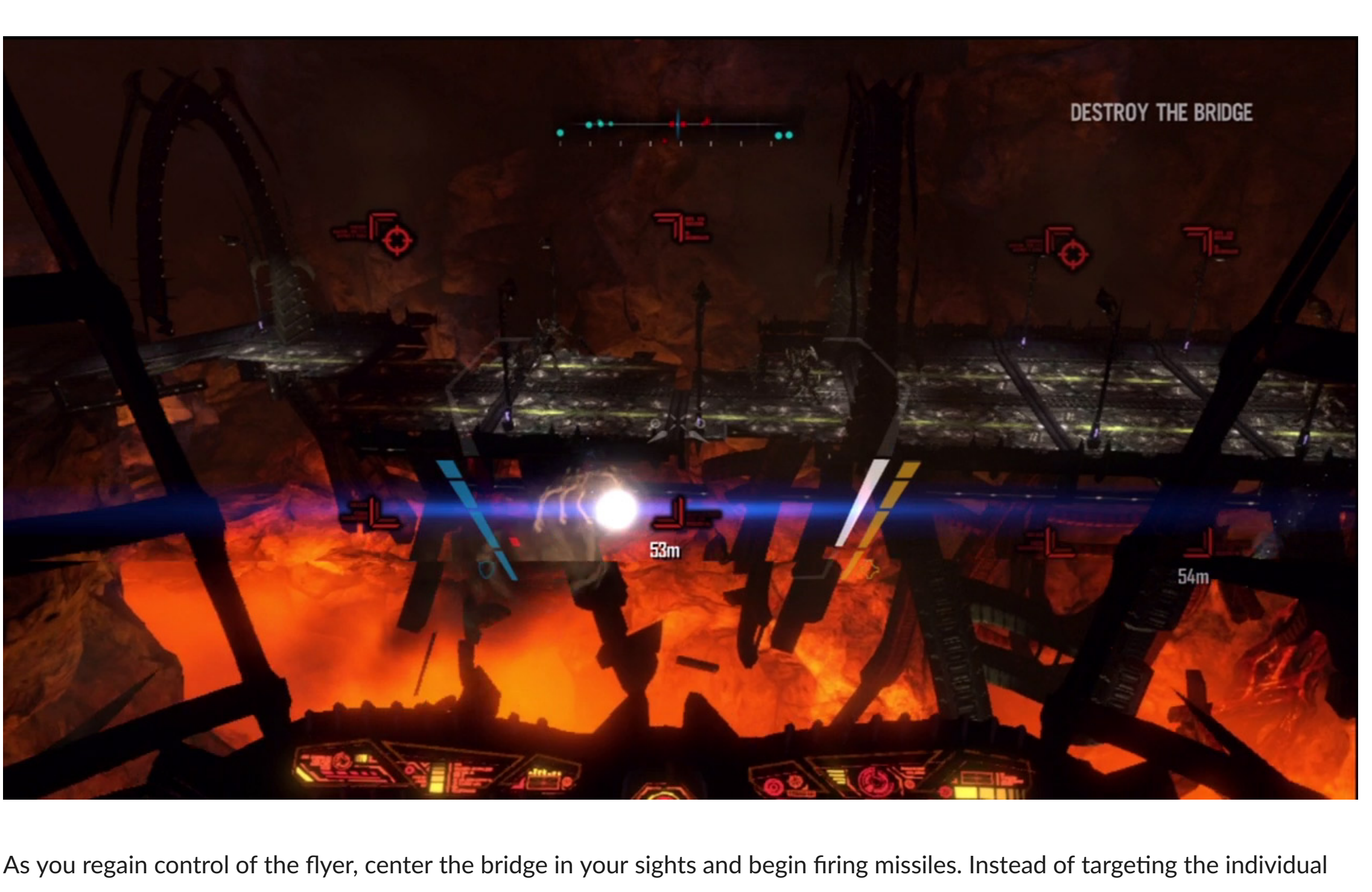


After eliminating all seven infected structures, proceed to the end of the cavern, as marked by the GPS markers. A cave-in has blocked the passage ahead. S.A.M. reroutes the GPS coordinates, sending you through the main power generators—blast a hole in the wall to enter. This narrow passage is filled with ravagers. Take out the creatures as quickly as possible, as there's little room to maneuver to dodge their incoming fire. Deeper into the facility, you encounter a monolith growing out of the right side of the passage. Blast the monolith with missiles while carefully dodging its incoming energy blasts. Just beyond the monolith, destroy another generator to deactivate a force field.



Expect more ravagers, monoliths, and even a few tentacles as you continue through the main power generators. As you near the exit, the path is blocked by a ring of six inward-facing thrusters—flying through this ring destroys your ship. Stop short and blast all the thrusters with missiles before flying through. A second ring of thrusters blocks the exit, so be sure to take it out before rushing through. Shortly after exiting the main power generators, an unseen force pulls your flyer downward, deeper into the cavern, toward a river of lava. As the flyer levels out only a few meters above the lava, fly into the adjoining cavern to locate Sergeant Winters' convoy. In the following cutscene, the convoy is seen racing over a long bridge while being pursued by a large group of creatures. You need to take out that bridge now to halt the alien advance.

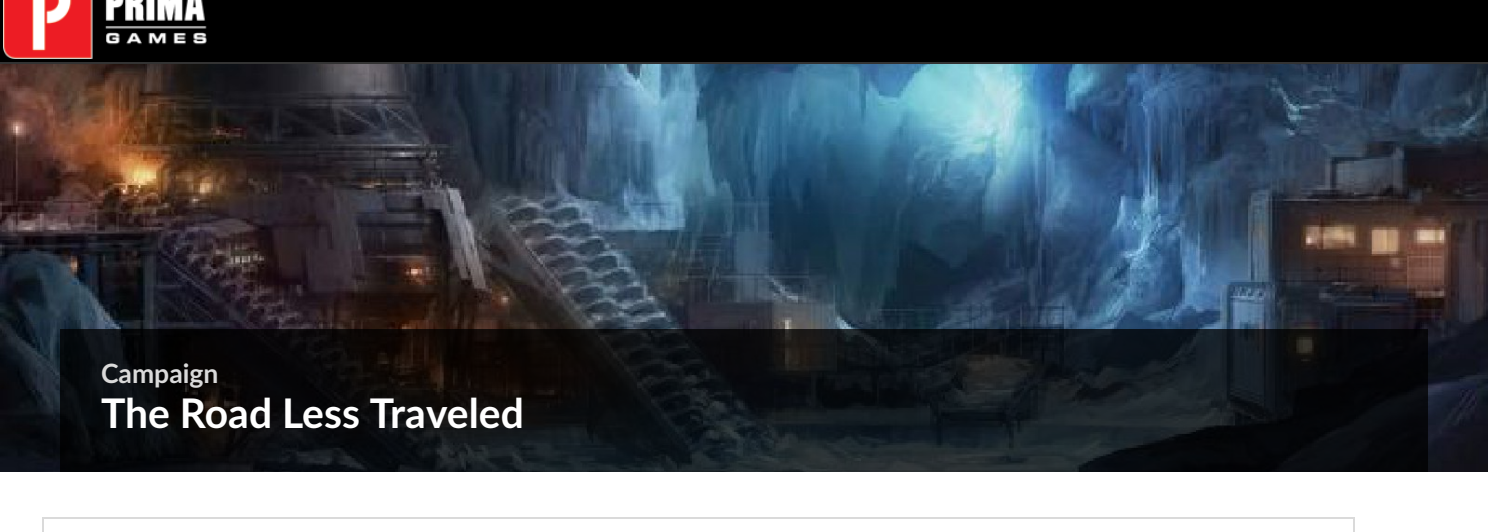
New Objective: Destroy the Bridge



As you regain control of the flyer, center the bridge in your sights and begin firing missiles. Instead of targeting the individual creatures on the bridge, focus on demolishing large chunks of the bridge. The creatures will die as each section of the bridge collapses beneath their feet. But don't hold in one spot, otherwise you'll take heavy fire. Instead, circle strafe around the perimeter of the bridge while continually firing missiles. Keep firing until all bracketed sections of the bridge have collapsed into the river of lava below. Both Kara and Winters are anxious to hear what Darius found from Noella's holo-recorder. But even with Noella's coordinates and vague instructions, stopping this plague won't be easy. . .

Old Friends, Older Enemies

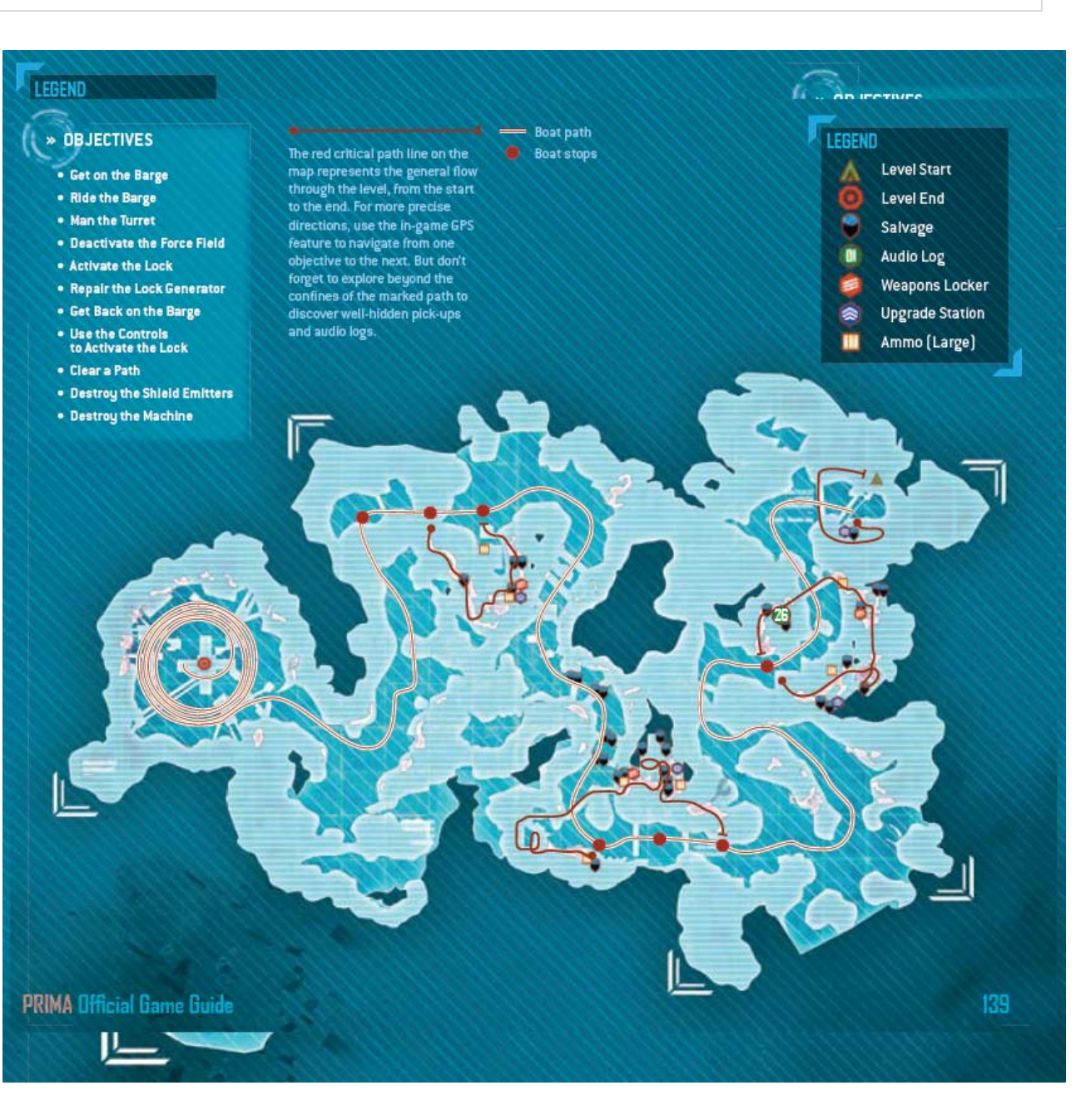
This achievement/trophy is awarded immediately after destroying the bridge.



Campaign

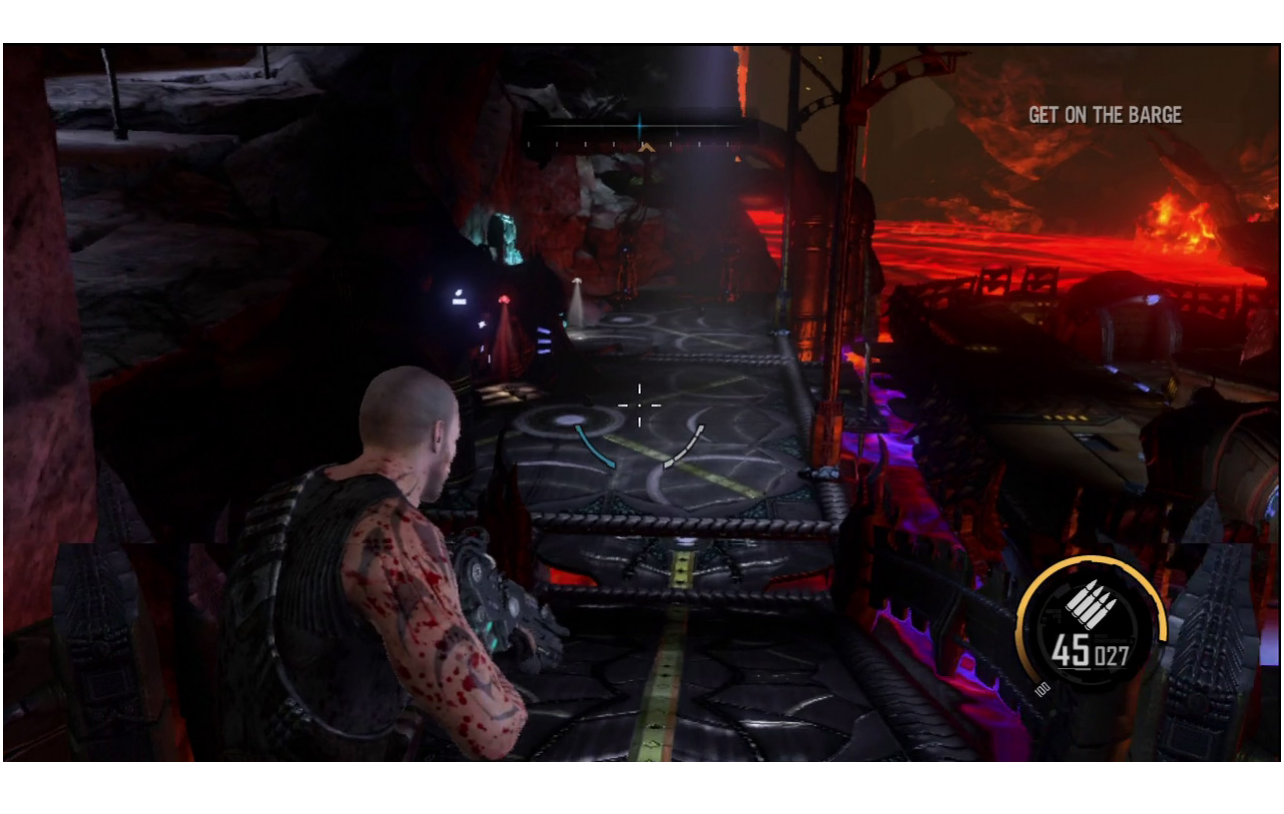
The Road Less Traveled

Icon	Name	Description	Gamerscore	Trophy
	Chronicler	Listen to 40 audio logs.	25	Silver
	Back At Ya!	Make an enemy kill itself while shooting at your Shell.	20	Bronze
	Knock, Knock	Open up the secret entrance.	15	Bronze


LEGEND
» OBJECTIVES
Get on the Barge
Ride the Barge
Man the Turret
Deactivate the Force Field
Activate the Lock
Repair the Lock Generator
Get Back on the Barge
Use the Controls to Activate the Lock
Clear a Path
Destroy the Shield Emitters
Destroy the Machine
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.
Boat path
Boat stops
LEGEND
Level Start
Level End
Salvage
Audio Log
Weapons Locker
Upgrade Station
Ammo (Large)
26
PRIMA Official Game Guide
139

Noella's holo-recording contains a path to something known as the backdoor—a secret tunnel that leads directly to the central mind, or queen. However, the tunnel is filled with magma, redirected by some machinery. The machinery was likely built following the first plague, designed to seal this secret tunnel with lava. Destroying the machinery can reopen the tunnel. While Darius and Sergeant Winters pilot a barge down the lava river, Kara volunteers to procure some heavier firepower necessary for the assault on the queen, displaying a massive Mantis Heavy Walker on the holo-table.

New Objective: Get on the Barge

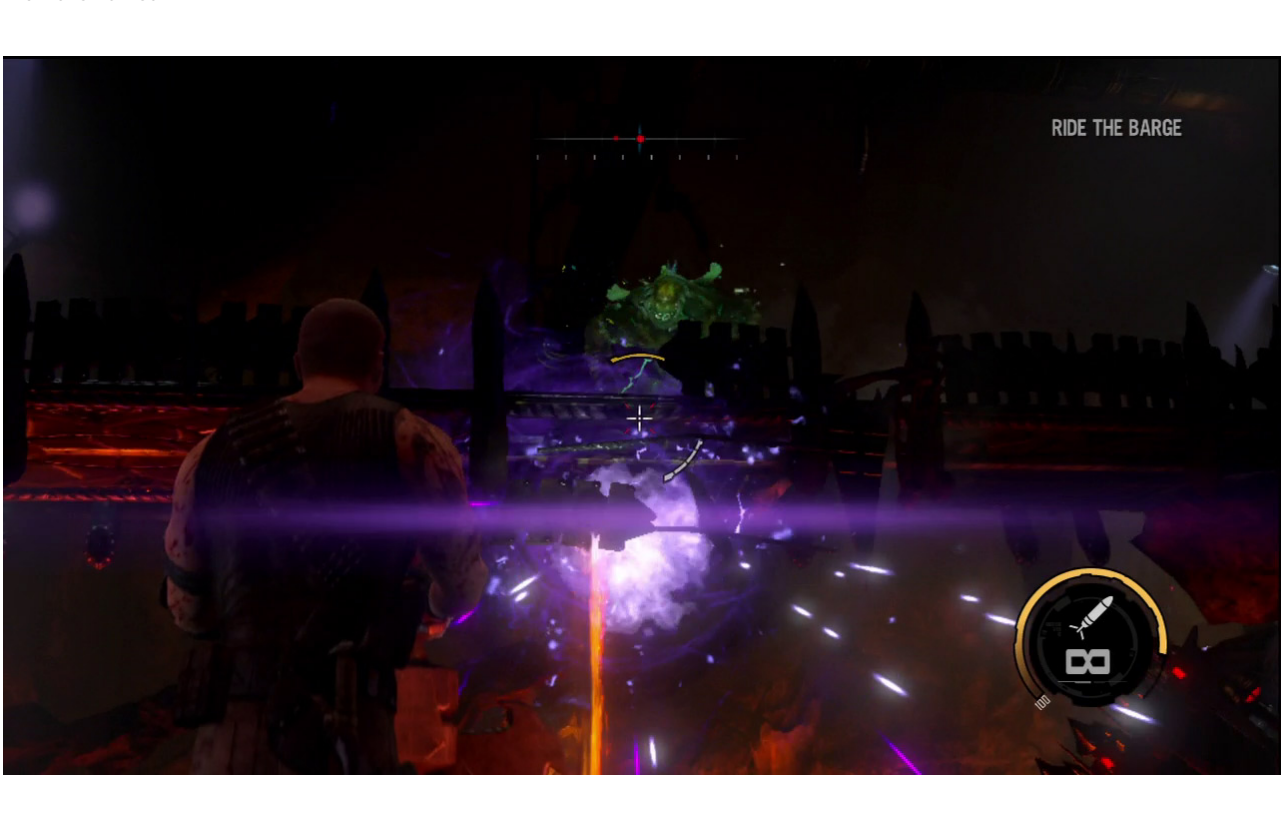


Following the cutscene, Sergeant Winters is already waiting on the barge docked below. Traverse the nearby ramps and walkways down toward the barge. There's a Nano Rifle and salvage container on the dock, along with an upgrade station. By now you can access upgrades in the fourth tier. Now's a good time to upgrade your Shell with the Reflective Shell upgrade—this causes enemy projectiles to reflect off the Shell. Shockwave Drain, Health Increase III, and Energy Transfer are also worthwhile fourth tier upgrades.

New Objective:

Ride the Barge

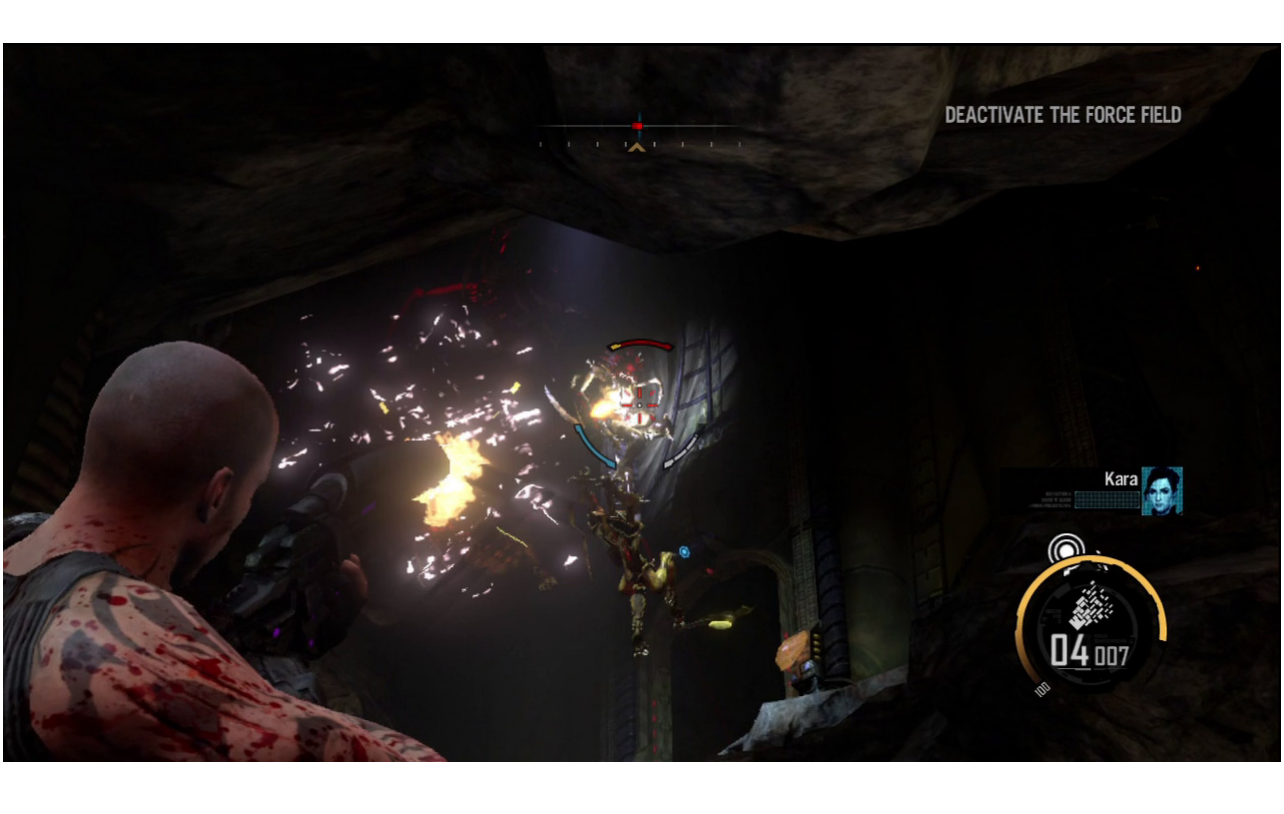
Man the Turret



Once on board, take control of the turret in the middle of the barge. While the barge is moving, you must man the turret. You cannot exit the turret, nor can you use your Nano Forge abilities. Fortunately the turret is very powerful, capable of rapidly firing plasma bolts. As the barge nears a bridge, open fire on a berserker and ravager. You can either target the enemies directly, or destroy the bridge beneath their feet, causing them to fall into the lava.

Force Field

New Objective: Deactivate the Force Field

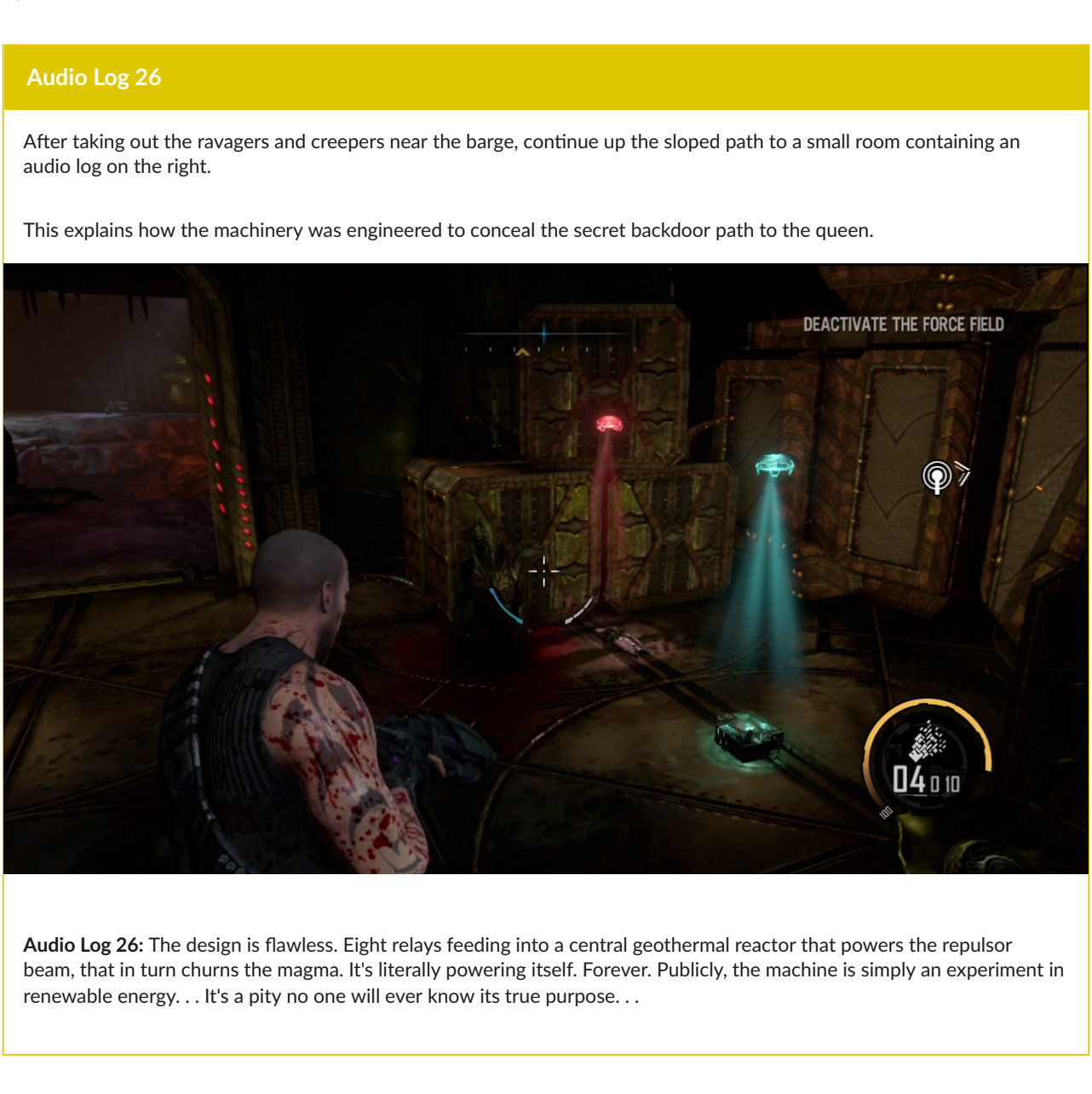


Clear a path through the first group of enemies using the turret. Darius automatically disembarks when the barge comes to a stop at a force field. You need to find a way to shut it off. Hop off the right side of the barge and enter the adjoining passage where you're promptly attacked by a few creepers and ravagers. Eliminate them with your Nano Rifle or melee strikes. As you fight off these creatures, Kara reports that she's almost made it to the walker.

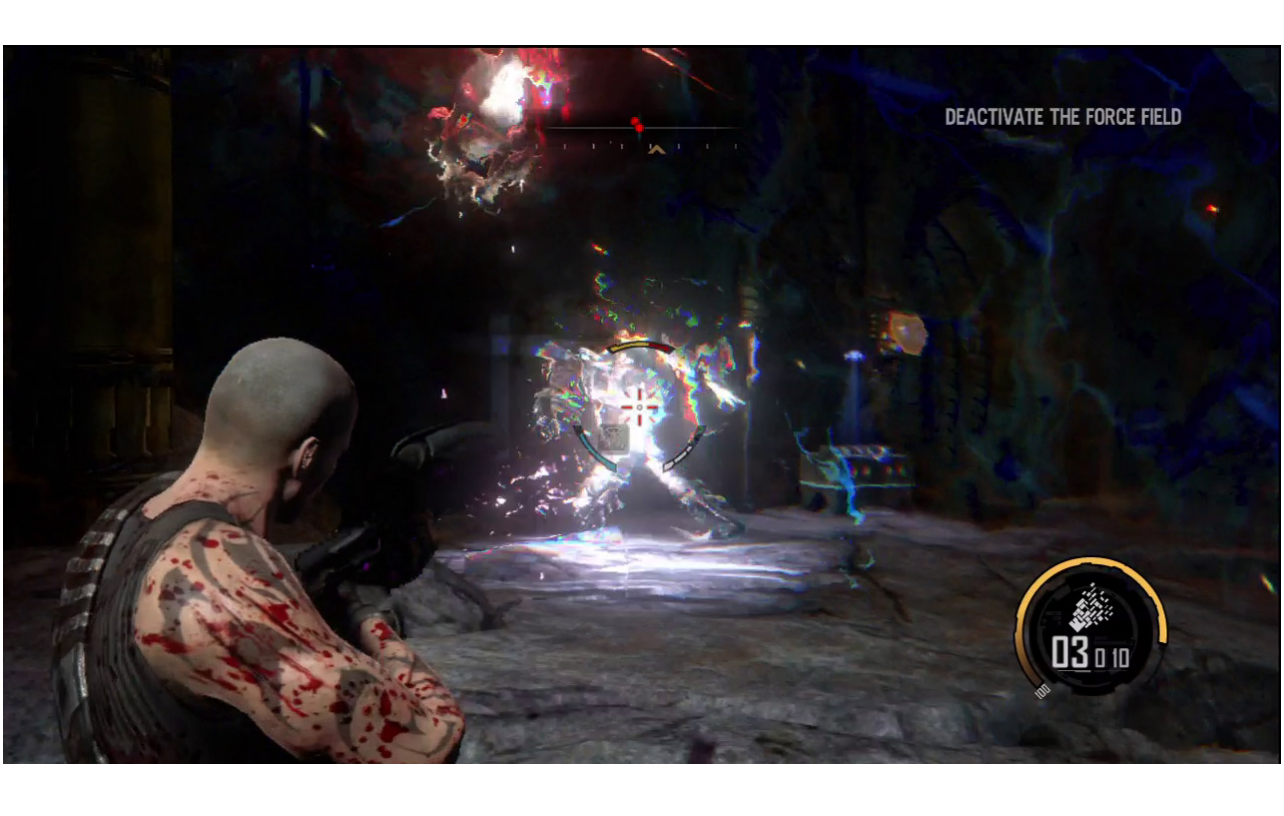
Audio Log 26

After taking out the ravagers and creepers near the barge, continue up the sloped path to a small room containing an audio log on the right.

This explains how the machinery was engineered to conceal the secret backdoor path to the queen.

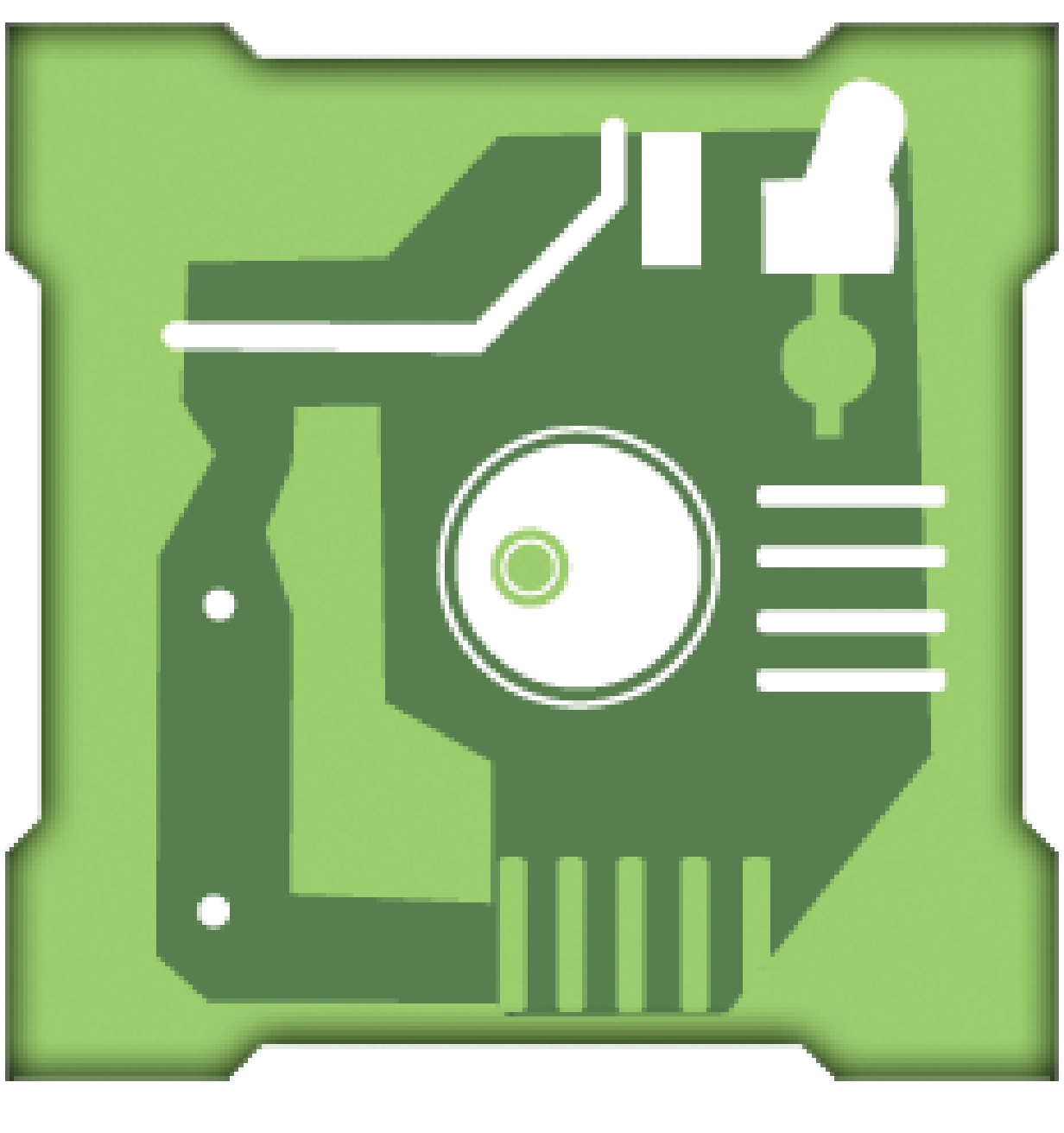


Audio Log 26: The design is flawless. Eight relays feeding into a central geothermal reactor that powers the repulsor beam, that in turn churns the magma. It's literally powering itself. Forever. Publicly, the machine is simply an experiment in renewable energy. . . It's a pity no one will ever know its true purpose. . .



Next to the audio log is a Pulse Grenade. Consider swapping it in instead of one of your more powerful weapons. This will allow you to inflict damage on creatures without destroying vital walkways. Continue along the GPS-marked path across a bridge. You may have to repair the bridge if you damaged it earlier. Halfway across the bridge you come under attack by two wraiths—don't stop. Race to the opposite side of the bridge, ensuring solid ground is beneath your feet before engaging the wraiths. Deploy a Shell and begin hammering the wraiths with your Nano Rifle or Rocket Launcher. Hold your ground until both wraiths are down for good. Inside the adjoining room is a weapons locker. Choose the Nano Rifle, Rocket Launcher, Magnet Gun, and Pulse Grenade as your weapons.

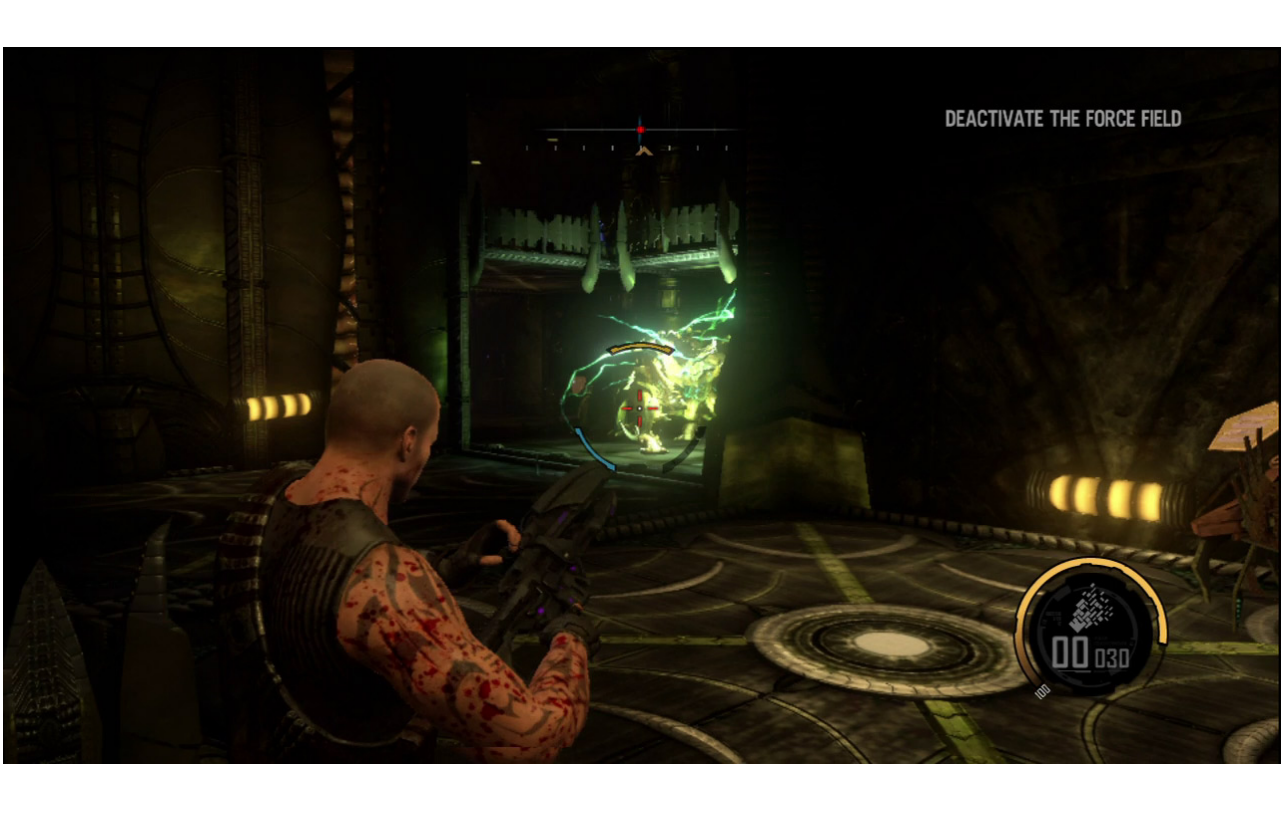
Chronicler



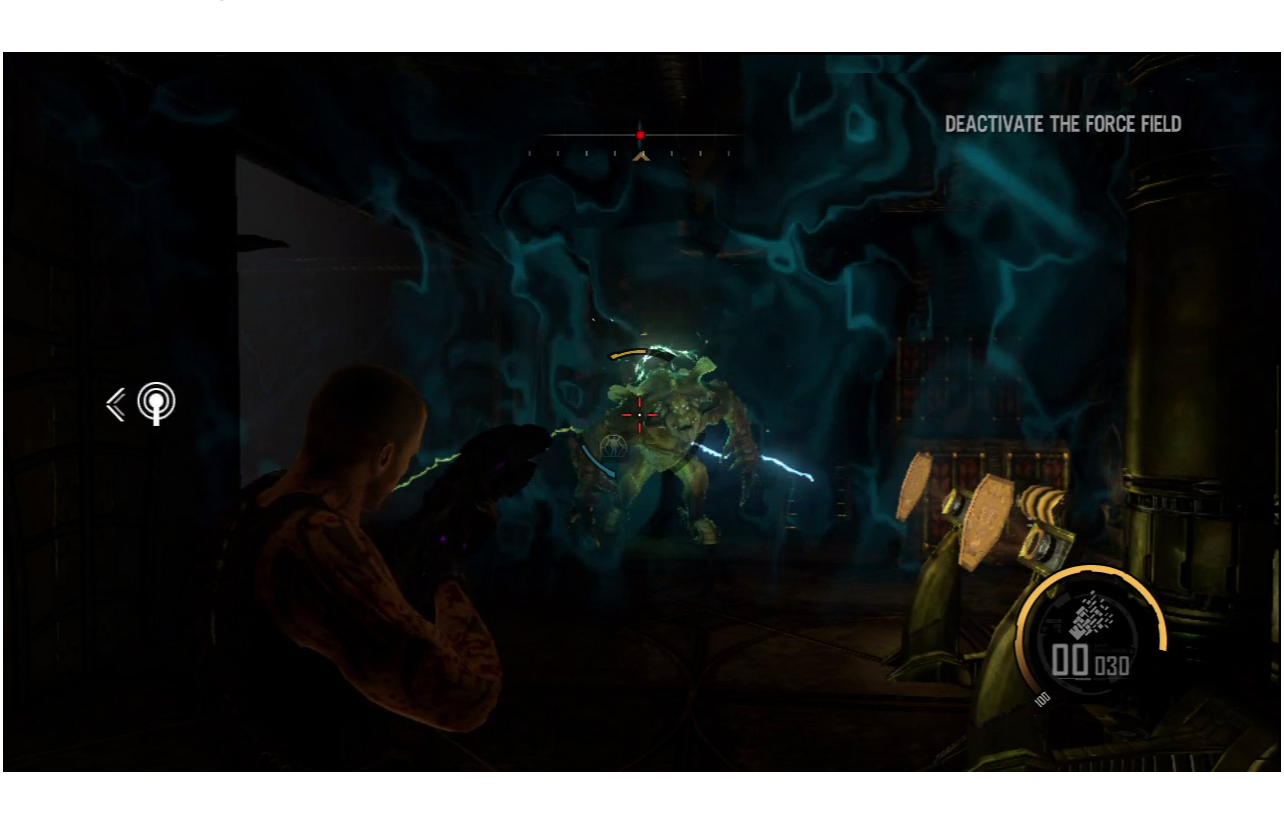
Audio log 26 is the last audio log to collect. If you've found all previous logs, you have a total of 37 now, not including the ten Archivist logs retrieved from Noella's holo-recordings. You must find a minimum of 30 audio logs to unlock this achievement/trophy to meet the requirement of listening to 40 logs total. If you haven't earned Chronicler by now, review the Audio Log Checklist to determine which logs you're missing and where they're located. This will help you track down any missing logs during your next play through.

Back at Ya!

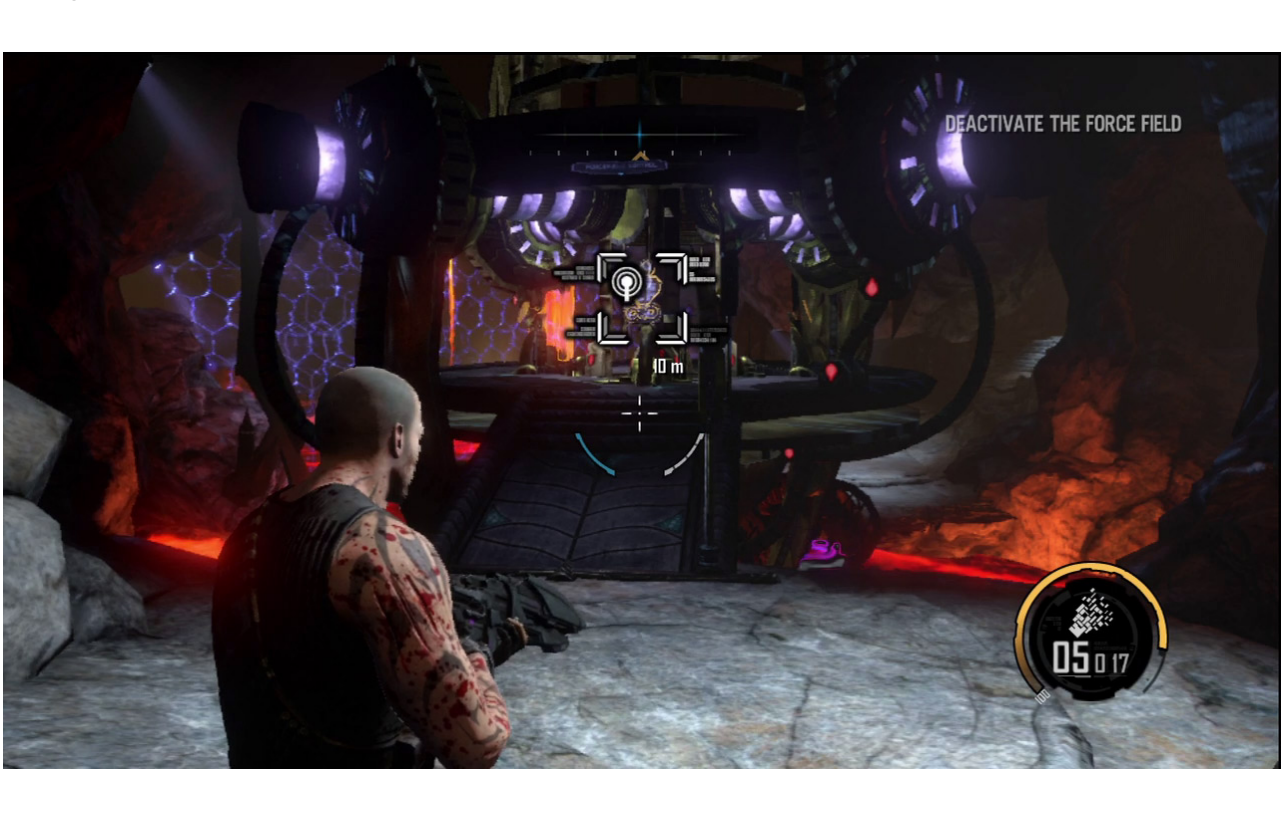
If you upgraded to the Reflective Shell, shots from the wraiths may reflect, killing them and earning you this achievement/trophy. If you can't kill a wraith this way, deploy your Shell among large groups of ravagers. The Reflective Shell can also deflect the destructive projectiles of berserkers.



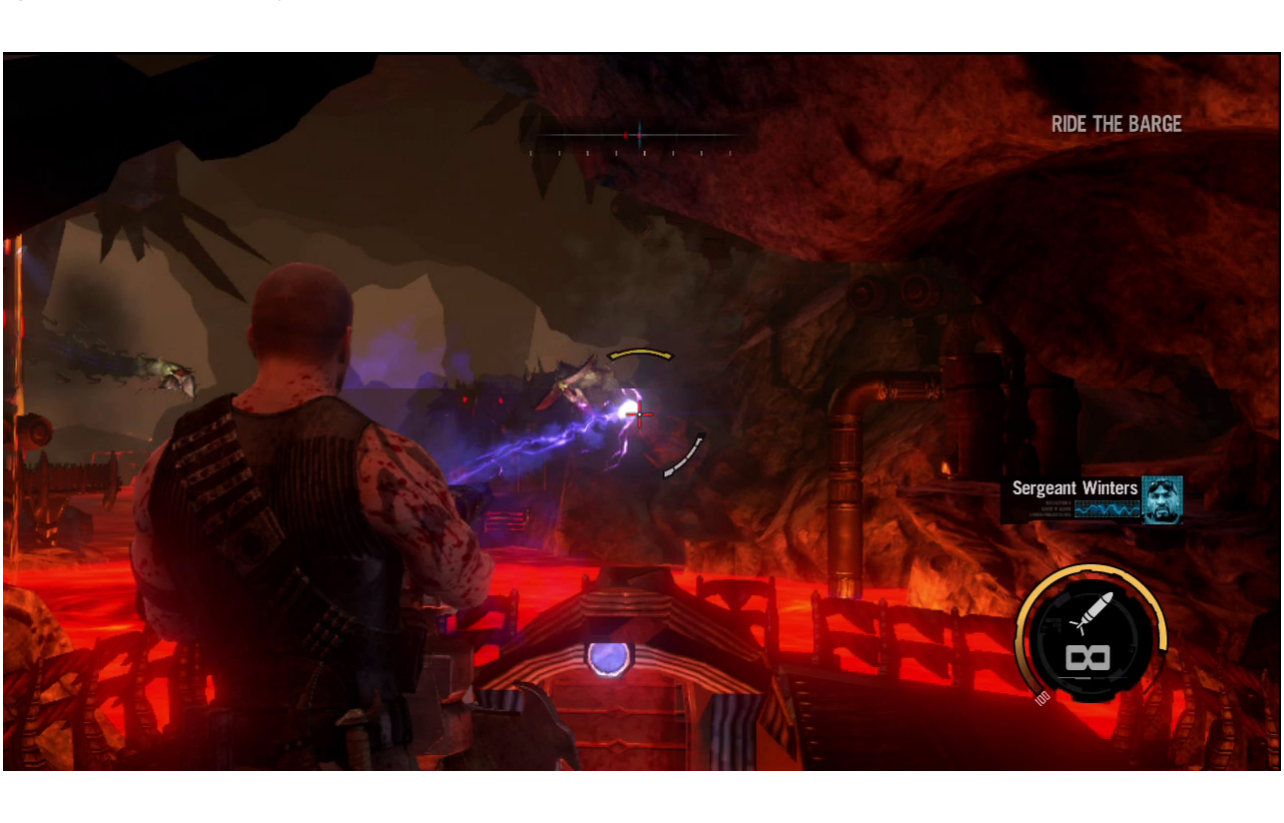
After accessing the weapons locker, cross another damaged bridge, repairing it along the way. Step inside the structure at the end of the bridge and ascend a ramp to the upper level. Here you're attacked by two berserkers. Immediately deploy a Shell and bombard the berserkers with your Rocket Launcher while they're still close together. The resulting explosions may blow away the flooring beneath their feet, causing them to fall to the floor below. Keep up the attack until both berserkers explode, then repair any damage dealt to the room's floor.



There's an upgrade station on the structure's second floor. Before accessing it, watch out for another berserker lurking outside. If the berserker manages to corner you near the upgrade station, deploy a Shell and open fire with any weapon you still have ammo for. The Shell protects you long enough to eliminate the berserker, but act fast. You don't want the berserker to charge at you and explode in such tight quarters. Once the berserker is down, turn to the upgrade station and spend some salvage. If the upgrade station was destroyed in the berserker attack, you'll have to repair it.



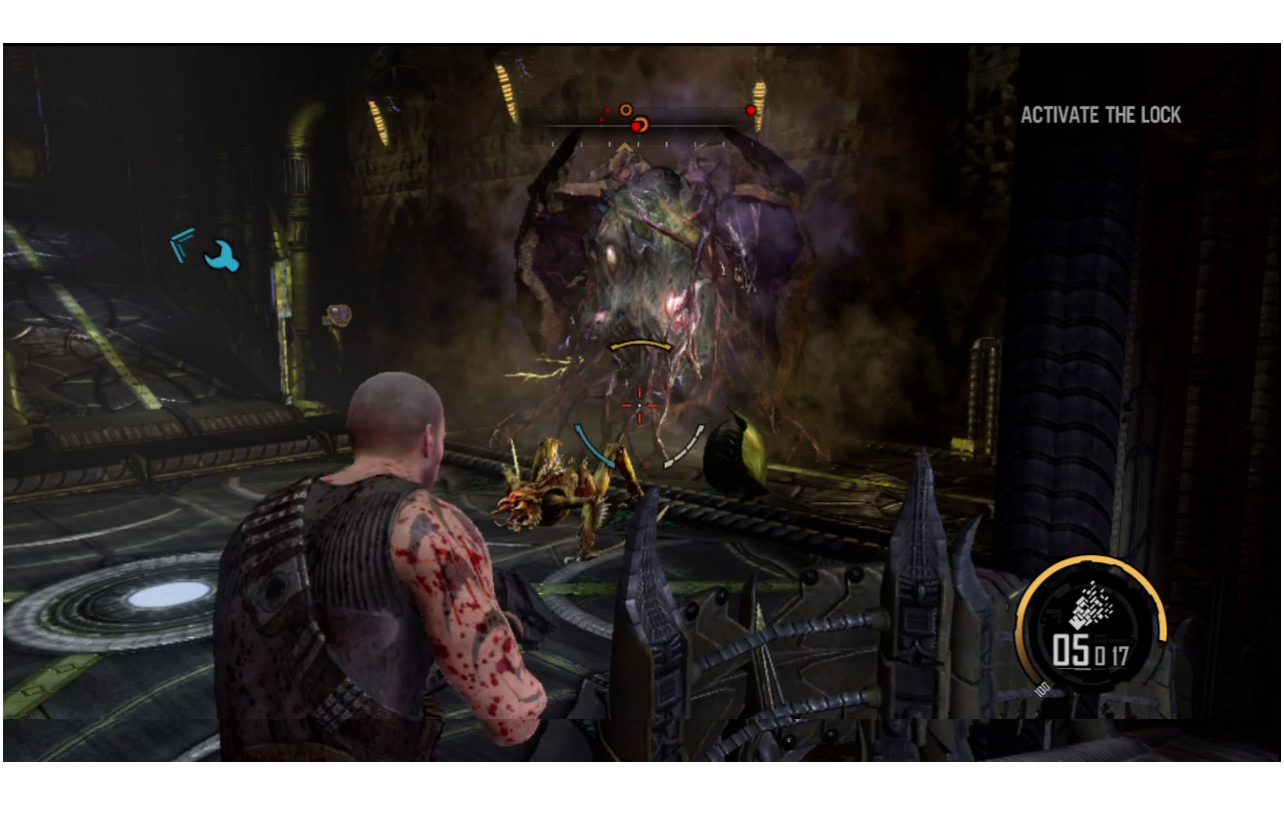
Just outside is the force field generator. Step up to the controls (marked on the HUD) and throw the switch to deactivate the force field. Afterward, simply jump down to the barge—this saves you from backtracking. However, be careful when jumping down to the barge. If you're not properly aligned, you may accidentally fall into the lava, forcing you to restart from the last save checkpoint. Winters isn't thrilled with your risky move, but no harm is done. Onboard the barge, man the turret once again as you continue your journey.



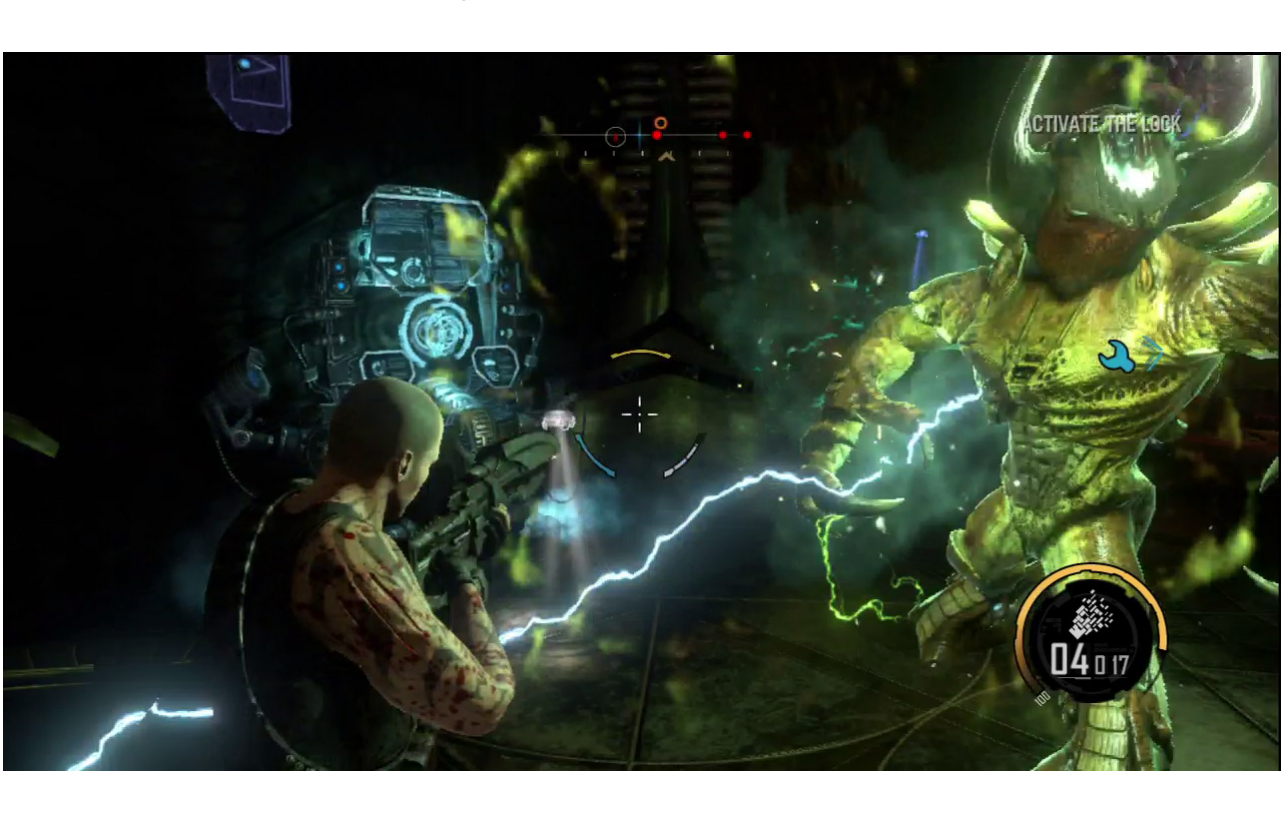
As the barge negotiates a turn, two tentacles sprout from the wall ahead, forcing Winters to take evasive action. As Winters maneuvers the barge to the left, open fire on the tentacles. The turret has enough firepower to take out both tentacles before the barge moves outside their line of sight. There's nothing you can do to evade the incoming debris thrown by the tentacles, so try to kill the tentacles before they can score a direct hit. Meanwhile, Kara reports that she's secured a walker. When the barge stops in front of a closed lock, hop off and find a way to open it.

The Locks

New Objective: Activate the Lock

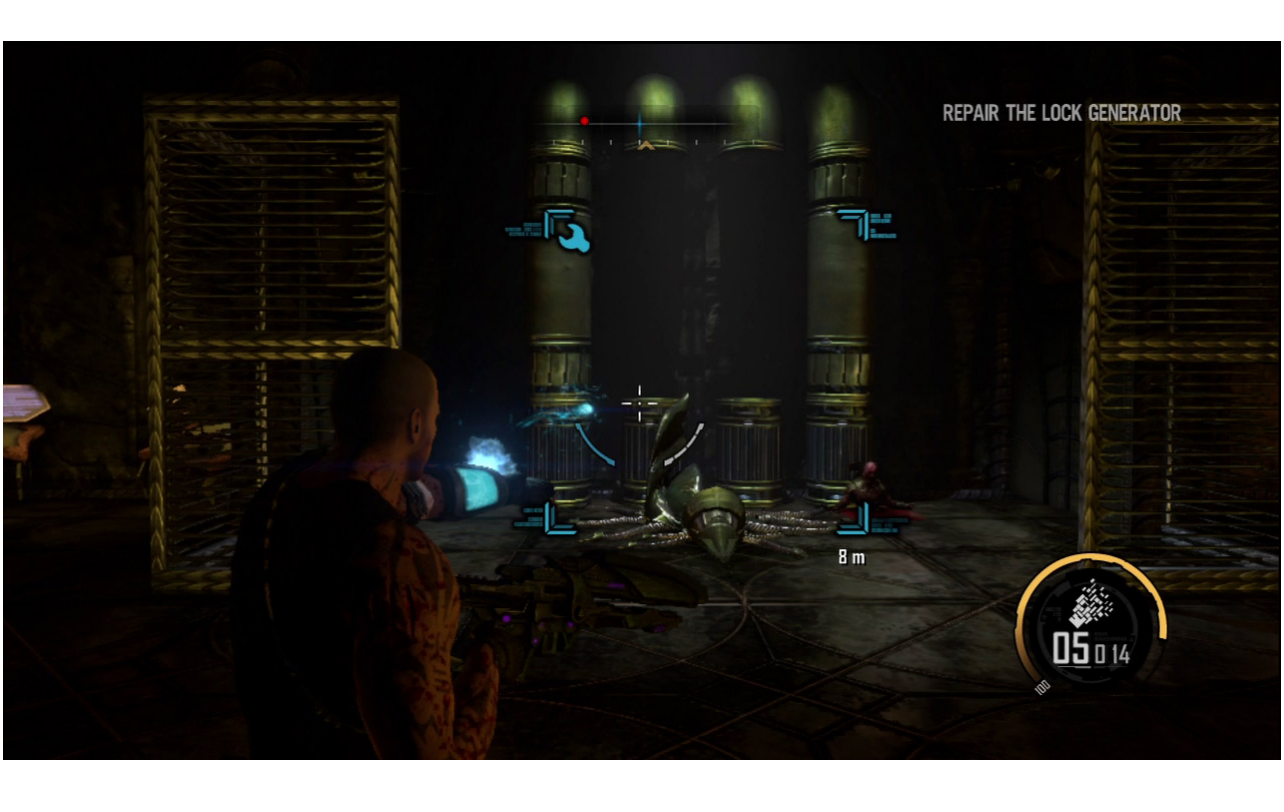


S.A.M. reports that the lock is powered by a geothermal reactor—the reactor's location appears on your HUD, marked with blue brackets, indicating it needs to be repaired. But reaching it won't be so easy. As you climb the nearby ramp, your compass is populated with enemy contacts, including multiple creepers, ravagers, and pods. Fight your way past the initial creepers and ravagers, then immediately hunt down the first two pods. During the fight, the flooring may become damaged, mostly by a berserker lobbing explosive projectiles. Be ready to repair any damaged sections as you move out and kill that berserker fast. The Nano Rifle is effective for taking out the creatures, but it also damages the walkways, so consider using the Pulse Grenade. Its explosive rounds only inflict damage on organic organisms, leaving the walkways untouched. If you don't have a Pulse Grenade, one can be found in an alcove during your ascent.



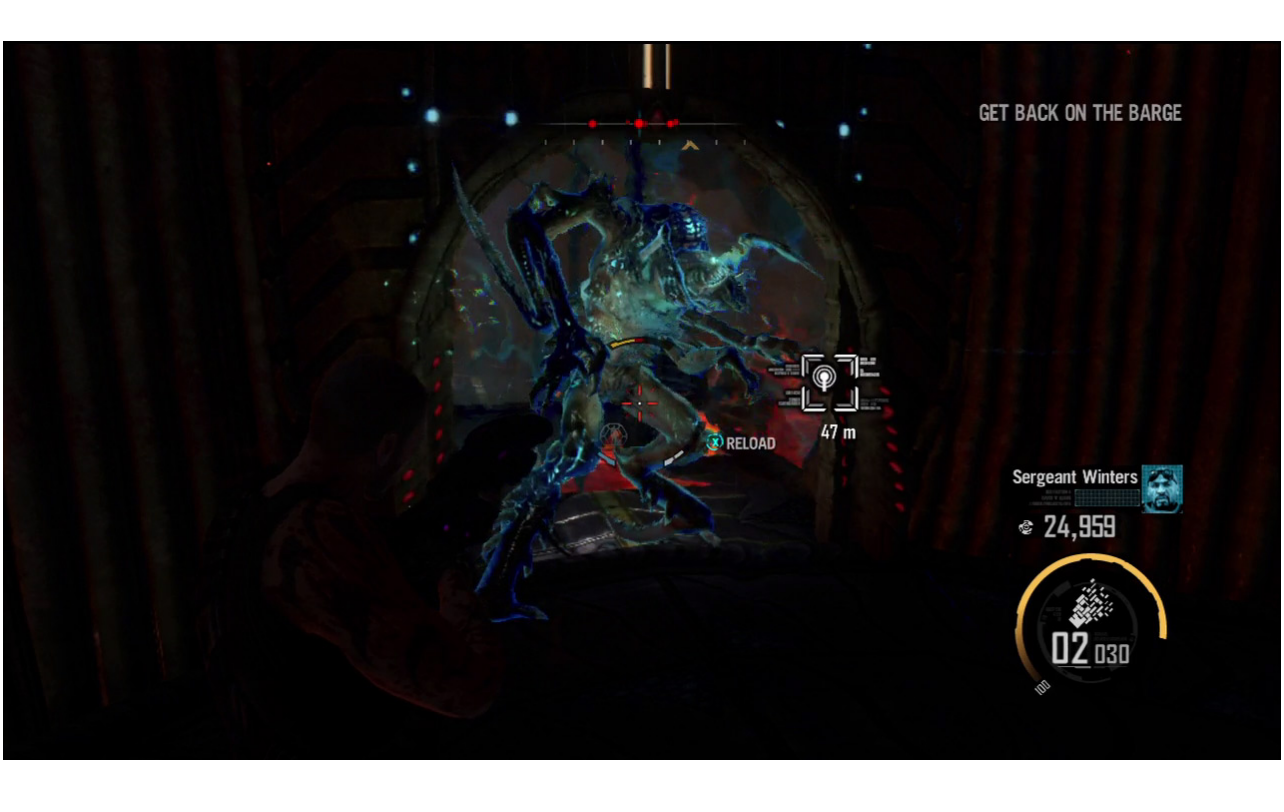
At the top of the ramps you encounter another berserker at extremely close range. Back up and deploy a Shell before it can attack or charge toward you. While the berserker loiters outside your Shell, hammer it with your Nano Rifle, Rocket Launcher, or Pulse Grenade until it explodes. Next, target the nearby pod and any creepers it may have spawned. Once the area is clear, locate an upgrade station to the left. It may have been destroyed during the fight with the berserker, requiring you to repair it before shopping for upgrades.

New Objective: Repair the Lock Generator



The lock generator is located in the adjoining room, along with a weapons locker. Fire a repair grenade at the generator and then turn to the weapons locker to make any slight adjustments to your load-out. It's advisable to keep the Pulse Grenade and Nano Rifle for now. Supplement these weapons with heavy hitters like the Rocket Launcher, Plasma Cannon, or Singularity Cannon. Once your weapons are squared away, grab some ammo and salvage next to the weapons locker, then follow the GPS markers back to the barge.

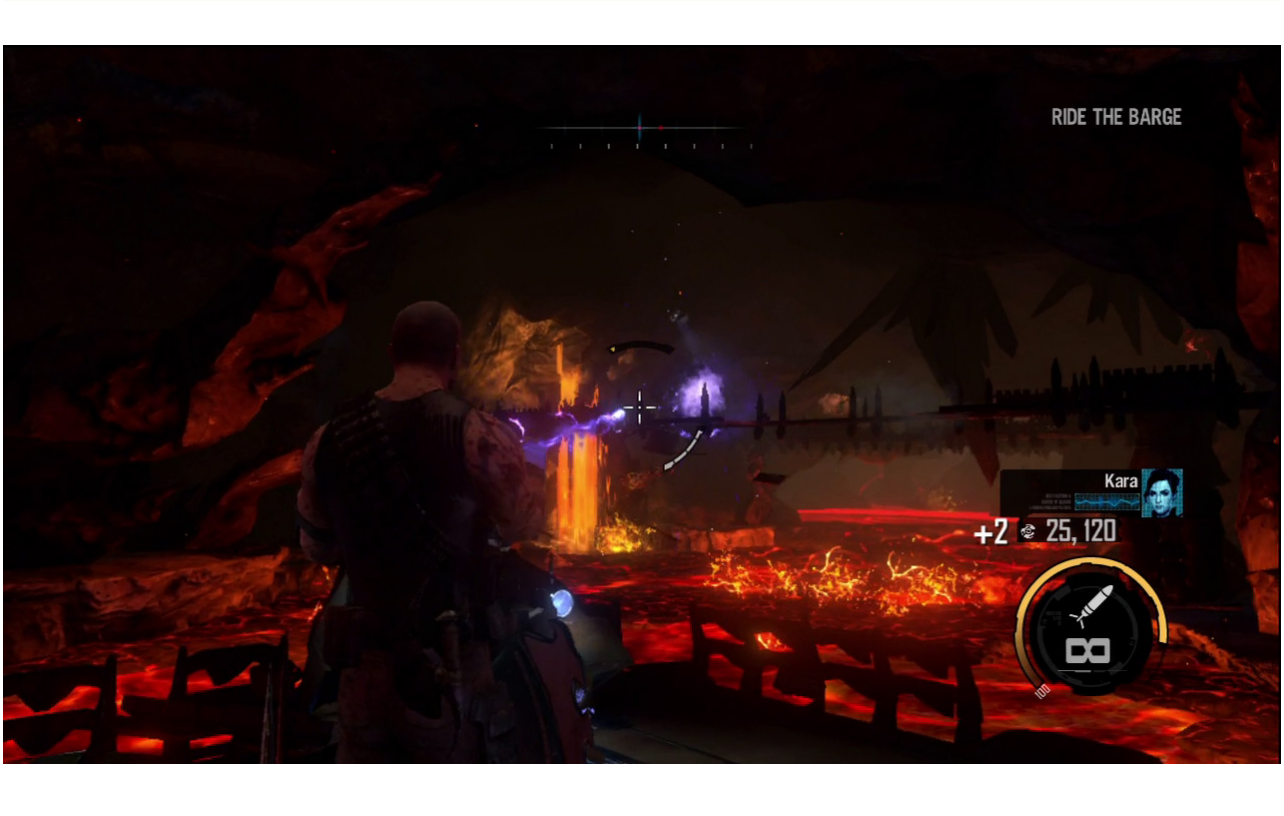
New Objective: Get Back on the Barge



As you cross a long catwalk bridging the lava river, you come under attack by a wraith and several ravagers. Race to the enclosed room at the far end of the catwalk and deploy a Shell. The Shell prevents the creatures from entering this small enclosure. With only two entry points, you can focus your fire through the two doorways. Hold your ground and take out all the creatures that approach. By targeting the adjacent catwalks with your Nano Rifle or heavier weapons, you can cause the creatures to fall into the lava. However, be mindful of the flooring beneath your feet too. For this reason, it is safer to use the Pulse Grenade during this engagement. Once your compass is clear of threats, return to the barge, repairing any damaged sections of the catwalk along the way.

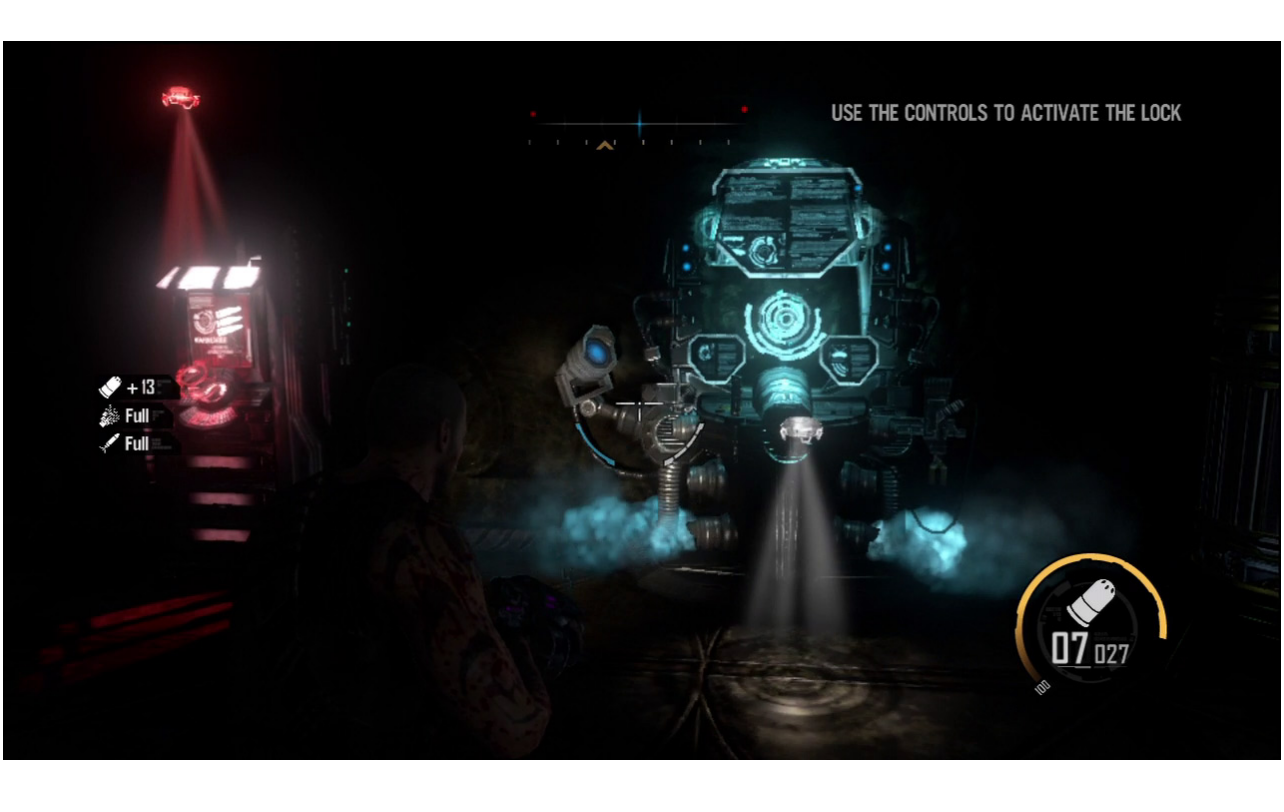
Tip

If you have the Magnet Gun, hit the ravagers with a magnet, then fire an anchor into the lava river for a quick kill.

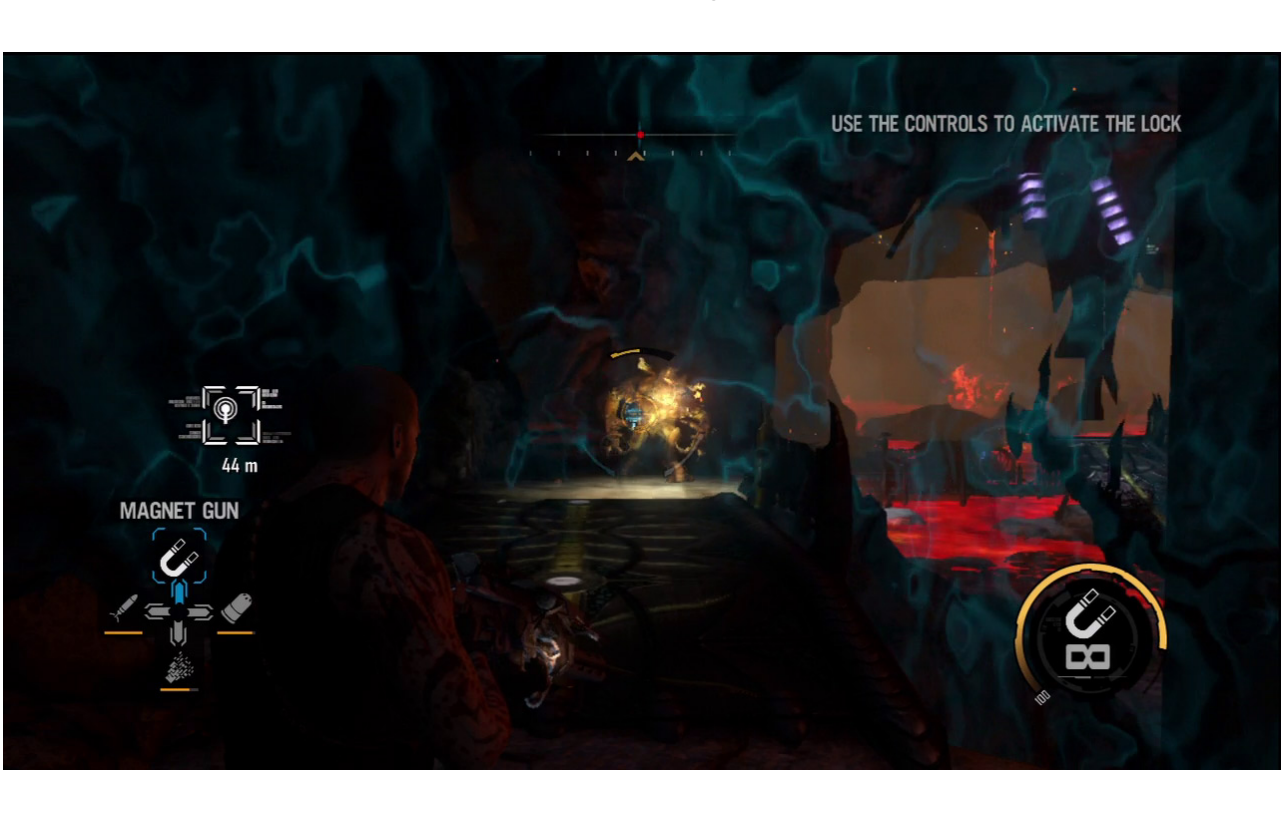


Back on the barge, man the turret and watch for enemies while continuing your journey down the river of lava. Expect heavy resistance from ravagers attacking from the catwalks and perimeter walls. Study your compass constantly and rotate to face the enemies as soon as they appear. The faster you take them out, the greater your chances for surviving. There are salvage containers on some of the catwalks the barge passes beneath. Destroy the catwalks so the salvage drops down onto the barge—you can collect the containers at the next stop. Kara checks in to see if the lava has been lowered—she's almost at the tunnel. But Darius is unable to send an outgoing transmission. You need to pick up the pace, otherwise Kara will be trapped.

New Objective: Activate the Lock

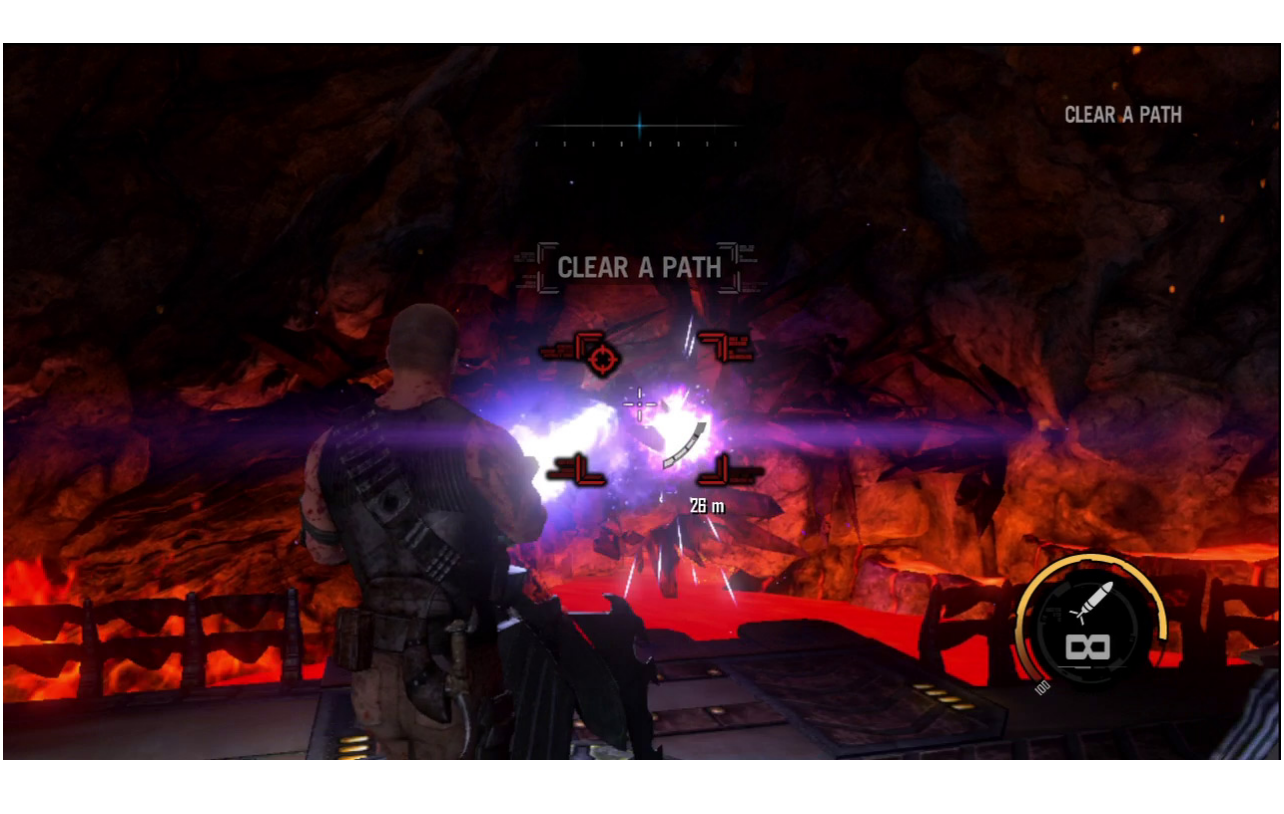


When the barge pulls up to another dock, take aim at the infected structure to the left and destroy it for some bonus salvage. When Darius disembarks, follow the path into the nearby structure. Inside you're immediately attacked by a wraith. If the wraith appears directly in front of you, hit it with melee strikes to inflict heavy damage. Otherwise, deploy a Shell and attack the wraith with your Rocket Launcher or Pulse Grenade. Once the wraith is down, access the upgrade station and weapons locker—they may need to be repaired if damaged or destroyed in the fight with the wraith. Your current weapon load-out is sufficient, but feel free to mix it up as you see fit—for instance, the Magnet Gun can come in handy ahead.



From the upgrade station and weapons locker on the first floor, climb the nearby ramp to the second floor and negotiate a few walkways outside. Watch out for a ravager and a berserker here. Before engaging the berserker, make it to solid ground, otherwise the berserker's attacks may collapse the walkways beneath your feet. When within safe striking range of the berserker, grab him with the Magnet Gun and launch him toward the lava below. Once you've dealt with the berserker, interact with the nearby control panel to activate the lock. Next, jump down to the barge Winters has pulled alongside the nearby cliff. Man the turret and resume your journey.

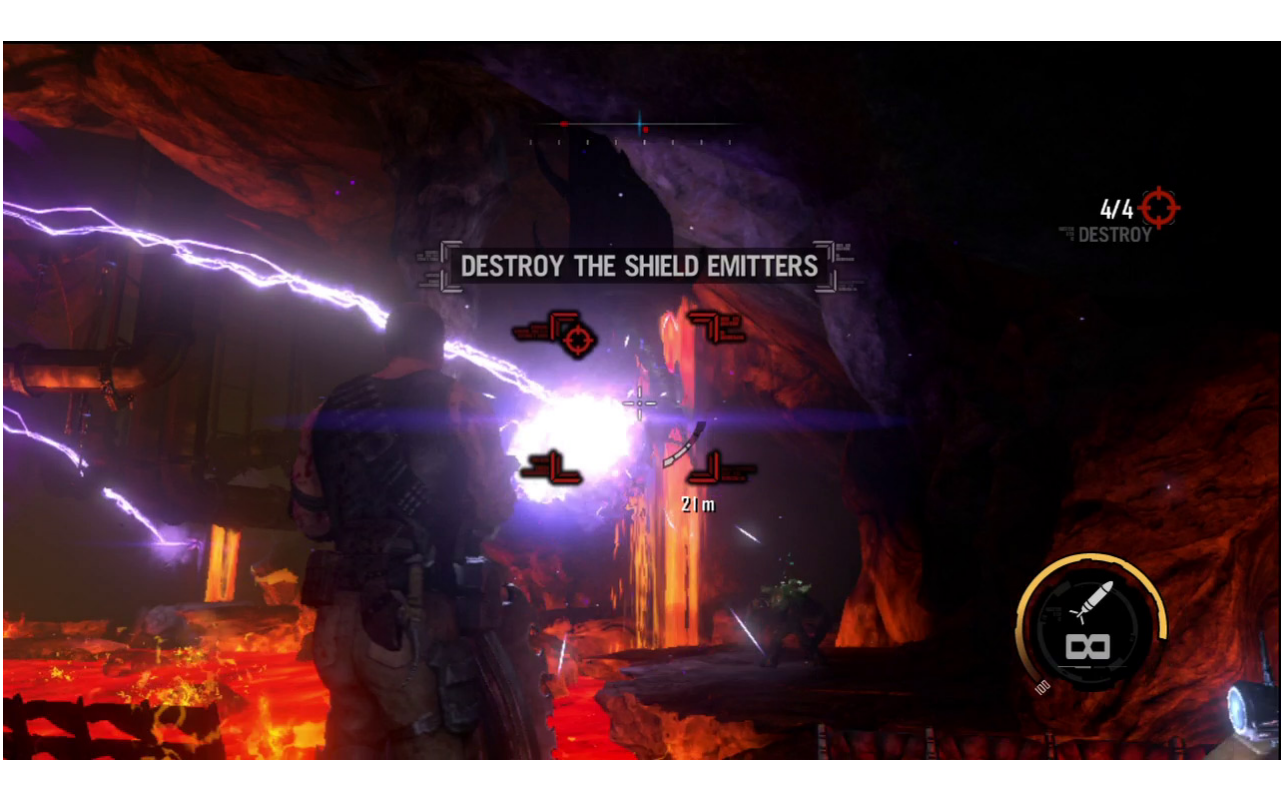
New Objective: Clear a Path



As the barge moves out, Kara checks in again, reporting that the tunnel isn't clear. Darius tries to tell her to stay put, but the transmission breaks up. As the barge enters the lock, something isn't working right. The door behind the barge closes, but the one in front of the barge refuses to open, trapping you in the lock. You need to make your own exit. Pan to the left side of the barge and open fire on the wall marked with red brackets on the HUD. Chip away at the rock with the turret until the hole in the wall is big enough for the barge to make it through.

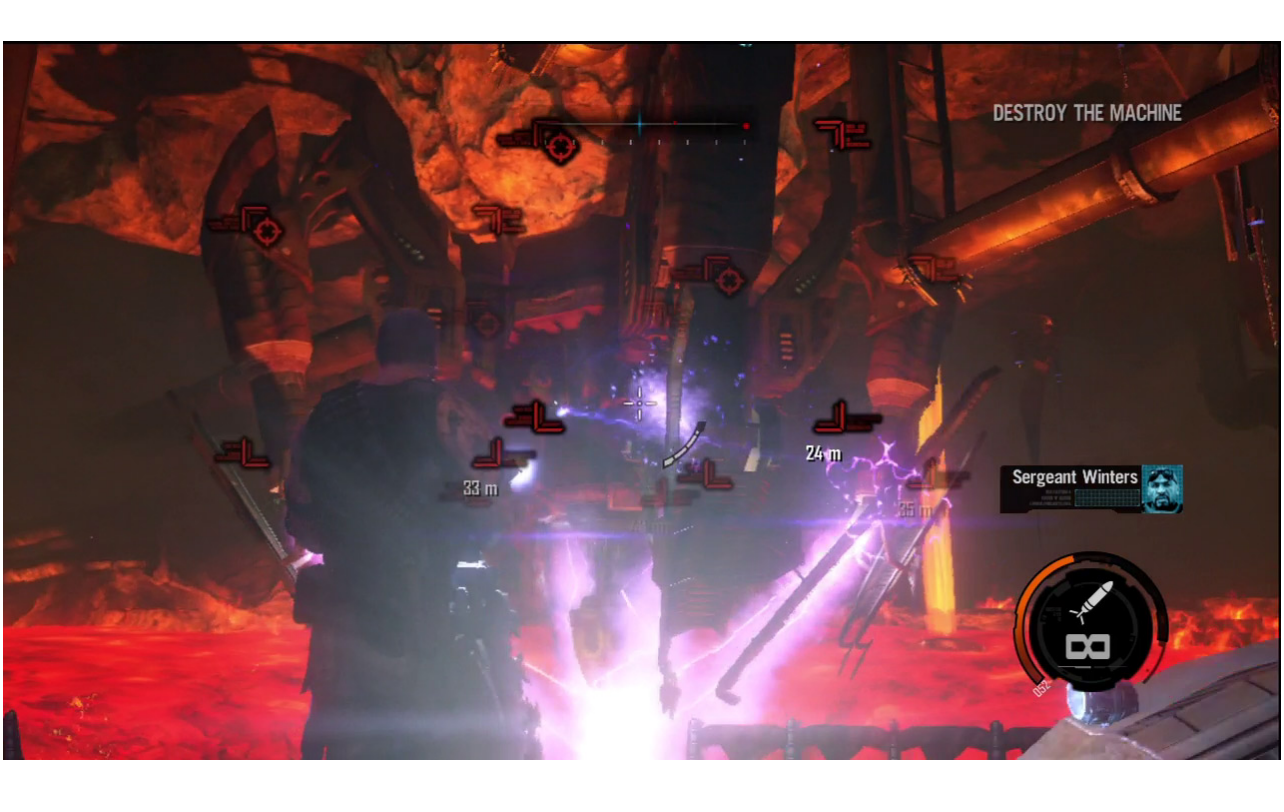
The Machine

New Objective: Destroy the Shield Emitters



After busting out of the lock, Winters has a difficult time controlling the barge as it rushes down the river of lava. The machinery responsible for filling the secret tunnel with lava is suspended above the cavern ahead. The whirlpool-like effect makes it difficult to control the barge, causing it to circle around the lava pool. The machinery is shielded, but S.A.M. quickly identifies four shield emitters, marked with red brackets on the HUD. As the barge circles around the cavern, blast the four shield emitters. There are also berserkers positioned around the perimeter of the cave, but don't let them distract you from targeting the shield emitters. As long as the barge keeps moving, it's difficult for the berserkers to inflict much damage. Keep pounding the shield emitters until all four are destroyed.

New Objective: Destroy the Machine



Once the shield emitters are destroyed, focus your fire on the machine's four relays. Each relay is attached to the machine with an arm-like appendage. Target the joints where the arms attach to the machine to quickly destroy each relay. Now you can finally attack the machine's repulsor beam at the center. As the barge continues circling closer to the center of the whirlpool, continue hammering the repulsor beam until it's destroyed. But even destroying the machine isn't enough to prevent the barge from plunging into the tunnel below. . .

Knock, Knock

This achievement/trophy is awarded following the destruction of the machine, at the end of the level.

Campaign

Knock, Knock

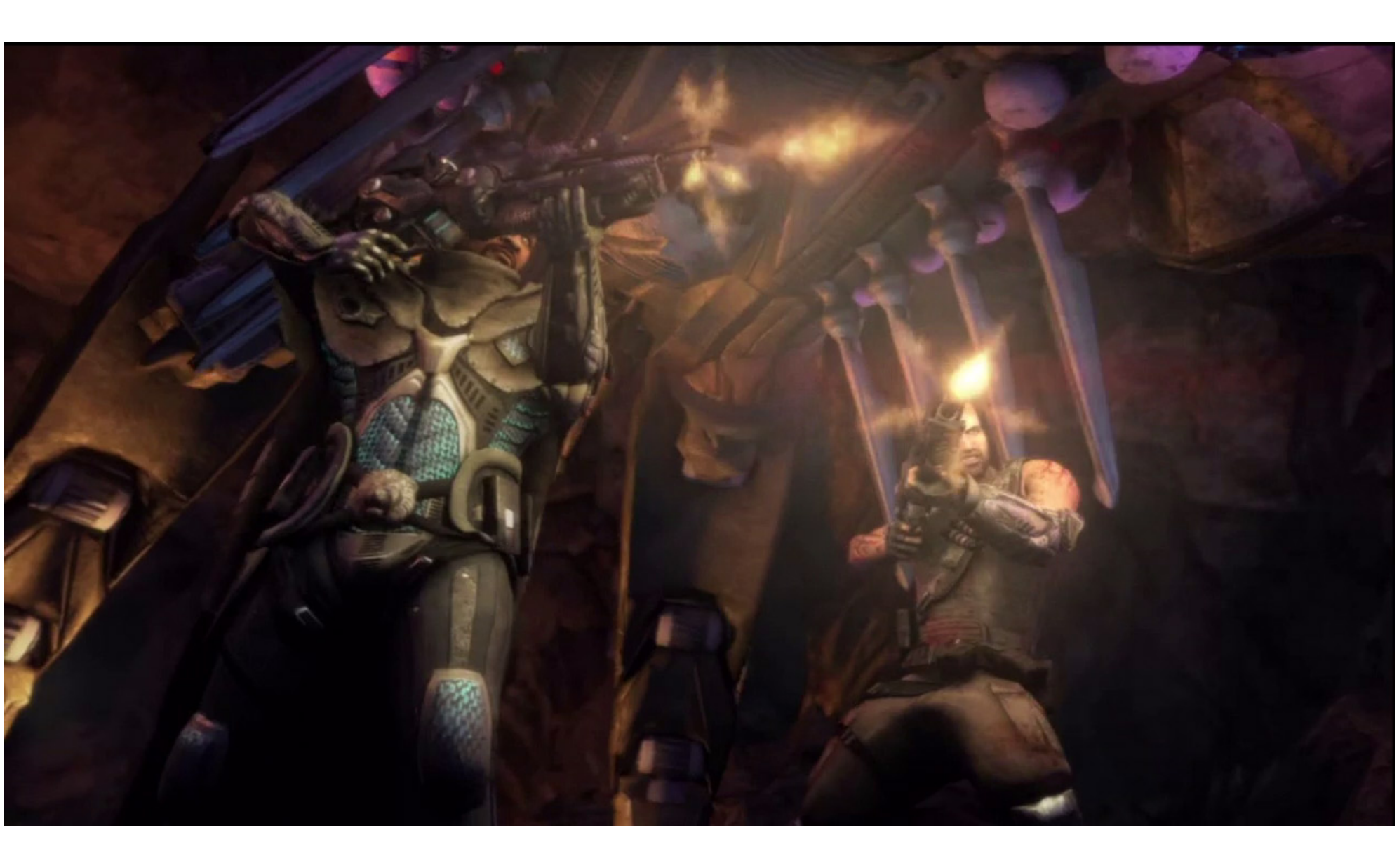
Icon	Name	Description	Gamerscore	Trophy
	Exterminator	Destroy 100 pods while piloting the Mantis.	15	Bronze
	Losses	Make it through to the lair.	15	Bronze

Objectives:

Find the Ultor Facility
Clear the Area
Move to the Sealed Door
Find the Queen's Lair
Remove the Tentacles

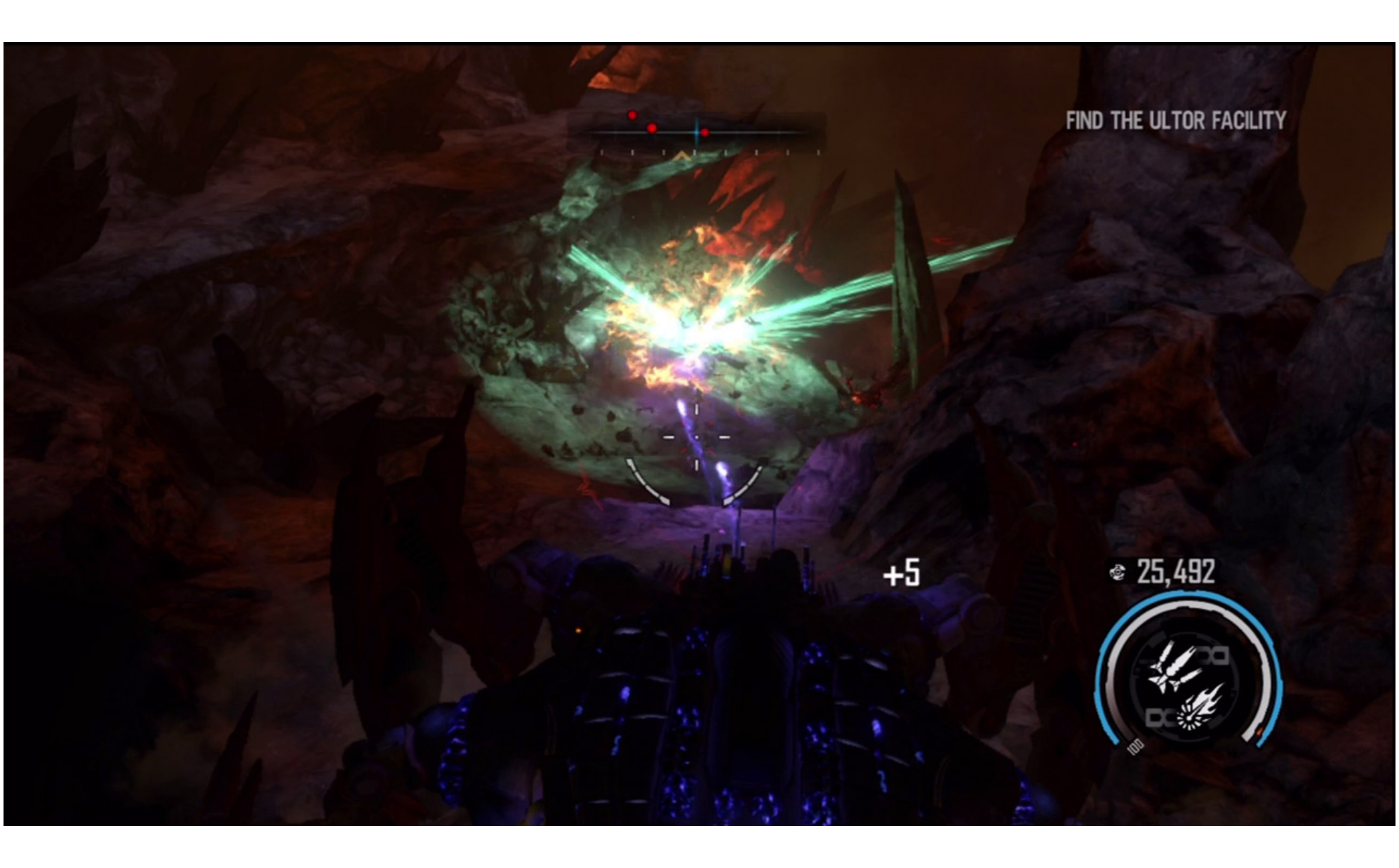
Note

This is strictly a vehicle-based level with no pick-ups or audio logs. Progression is completely linear, requiring no map. If necessary, use the GPS arrows to find your way to the end.

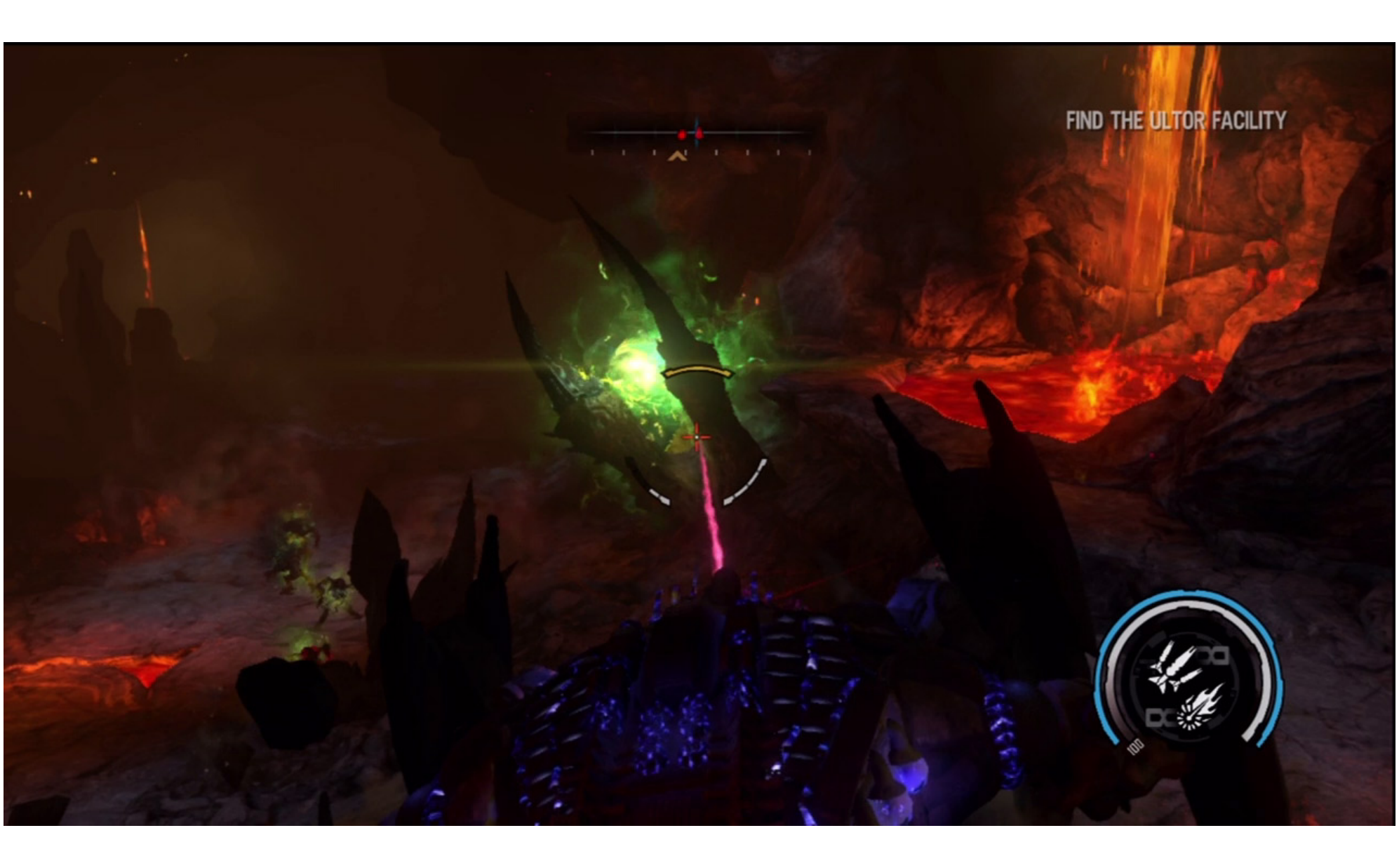


Darius and Sergeant Winters ride the barge through the tunnel as the lava levels recede. When they reach dry land, they suddenly come under attack by a large group of creatures, including a behemoth. With their backs to the lava, there's nowhere to run. When hope seems lost, Kara arrives in the Mantis Walker and unloads on the creatures, effortlessly mowing them all down with the walker's powerful weapons. Once the area is clear, Darius joins Kara in the walker while Winters holds back and wishes them luck. It's time to take the fight to the queen!

New Objective: Find the Ultor Facility



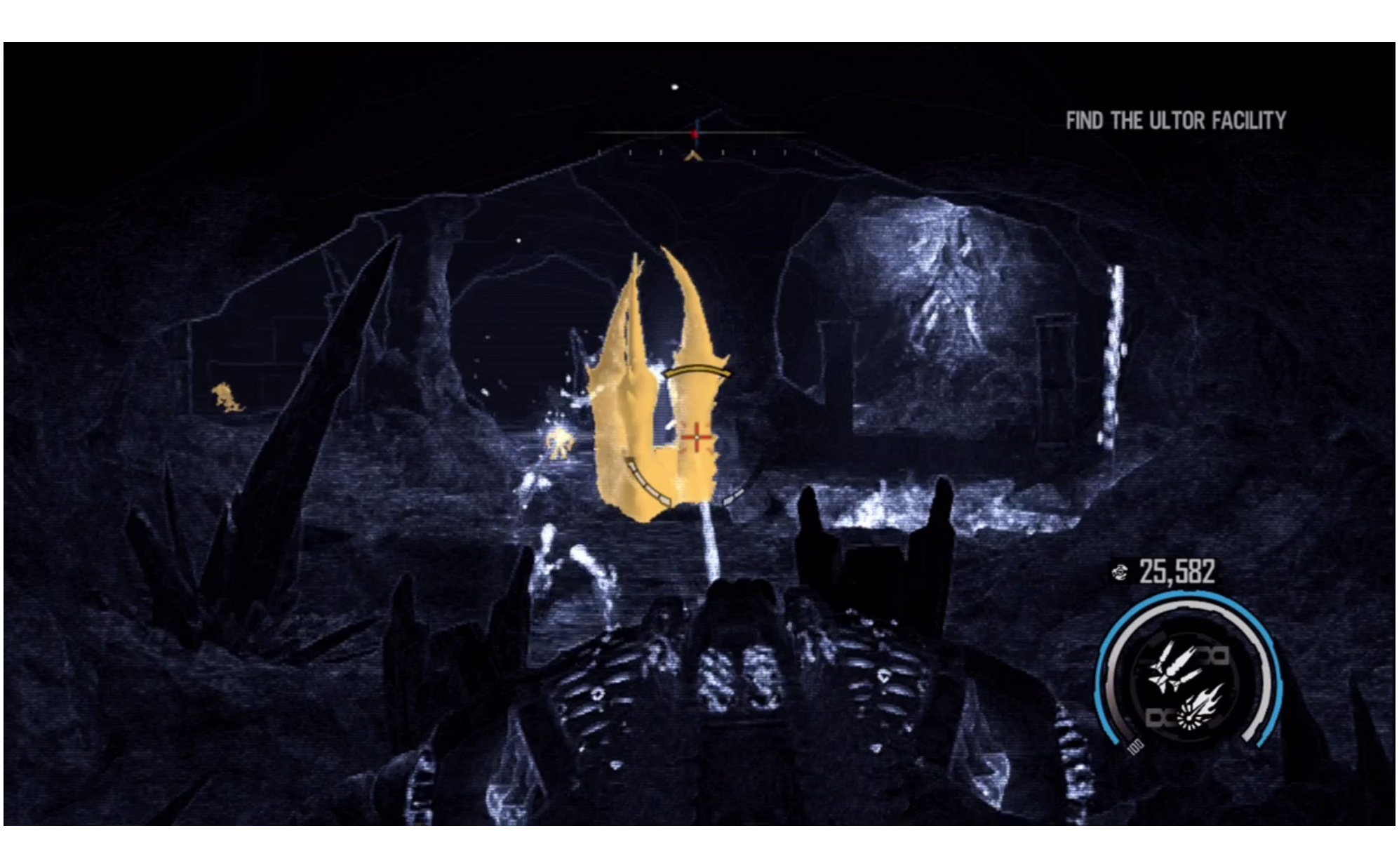
What the Mantis Heavy Walker lacks in speed and agility, it more than makes up for in firepower and durability. This walker's primary weapons are homing missiles—simply aim at a target and fire. The homing missiles have limited tracking ability, so your aim doesn't have to be precise. If the homing missiles don't cause enough damage, the walker is also equipped with a napalm laser. When fired, this weapon emits a high-powered laser that causes a massive fiery explosion at the impact point, ideal for incinerating multiple targets. Both the homing missiles and napalm laser are effective at long and intermediate range, but they're difficult to use against enemies at close proximity. That's where the slam attack comes in handy. Use the slam attack to make the walker perform a stomping-like melee attack. This is a great way to take out enemies beneath or near the walker's legs. Alternatively, you can just step on the creatures. Take a moment to test out all the offensive capabilities, then proceed down the tunnel. Engage the ravagers and berserkers ahead using both homing missiles and the napalm laser. Don't worry too much about taking damage—the walker's powerful shields can repel even the heaviest attacks.



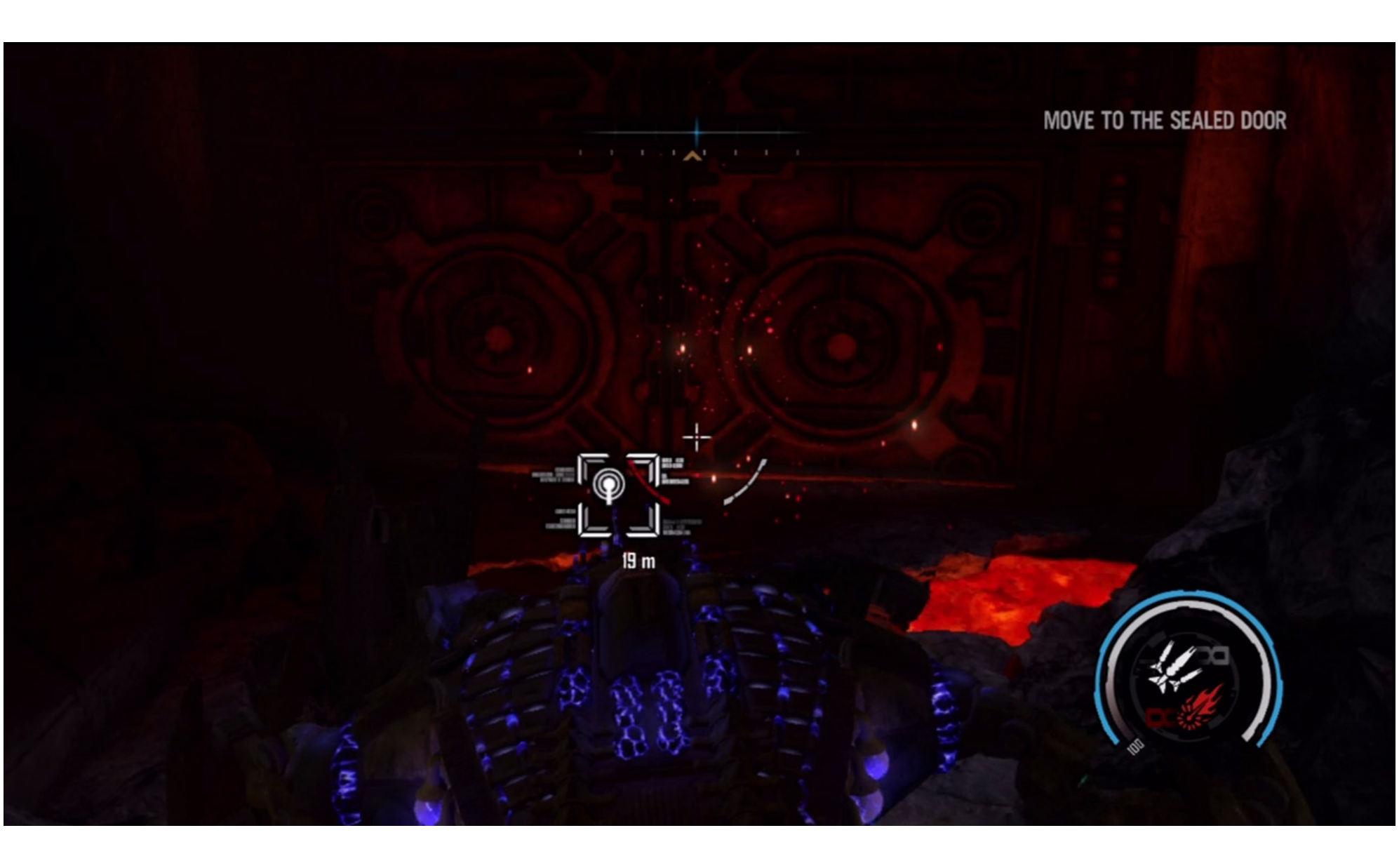
Deeper into the tunnel, several monoliths sprout from the ground, infusing the nearby ravagers and berserkers with more power. Fortunately, monoliths are relatively easy to destroy. Simply focus the napalm laser on the monolith and let the explosion do the rest. However, it's important to keep the laser focused on the target until the explosion starts. This ensures the target receives the heaviest damage. If you're accurate, all it takes is one hit with the napalm laser to destroy each monolith. And don't worry about dodging their energy attacks—your walker's shields can withstand them.

New Objective:

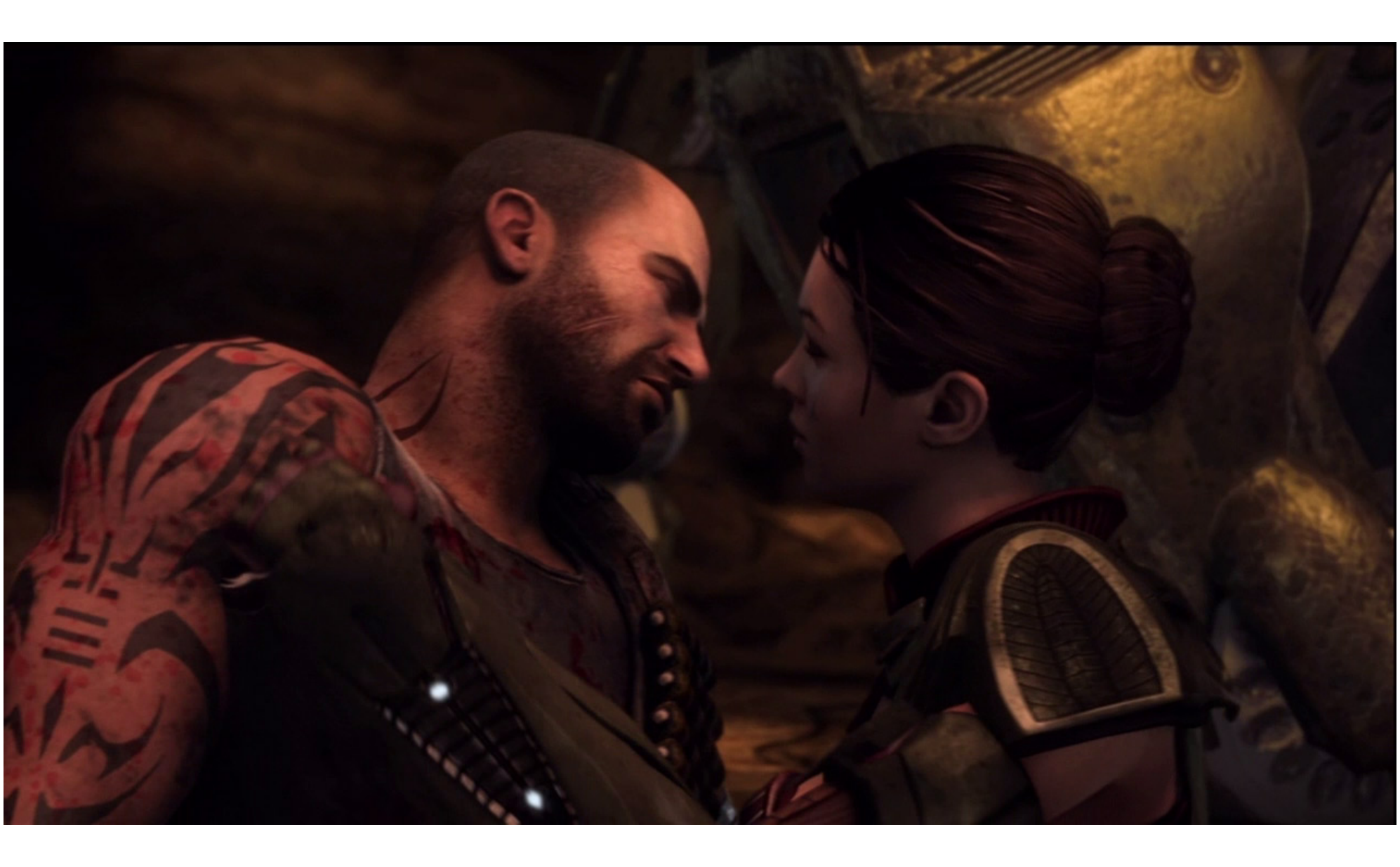
Clear the Area
Move to the Sealed Door



When you reach a large cavern filled with monoliths, tentacles, and berserkers, you've reached the Ultor facility. Like the Scout Walker and flyer, this walker is also equipped with a visualization mode. This makes it easier to spot enemies in the dark cavern by highlighting each target's heat signature. The homing missiles are sufficient for taking out the tentacles and berserkers.



But use the napalm laser to knock out each monolith. It may be necessary to advance deeper in the cavern to trigger all the monoliths and tentacles. Once all enemies have been eliminated, move to the far side of the cavern where there's a huge metal door. Instead of shooting the door, simply walk next to it to trigger a cutscene.



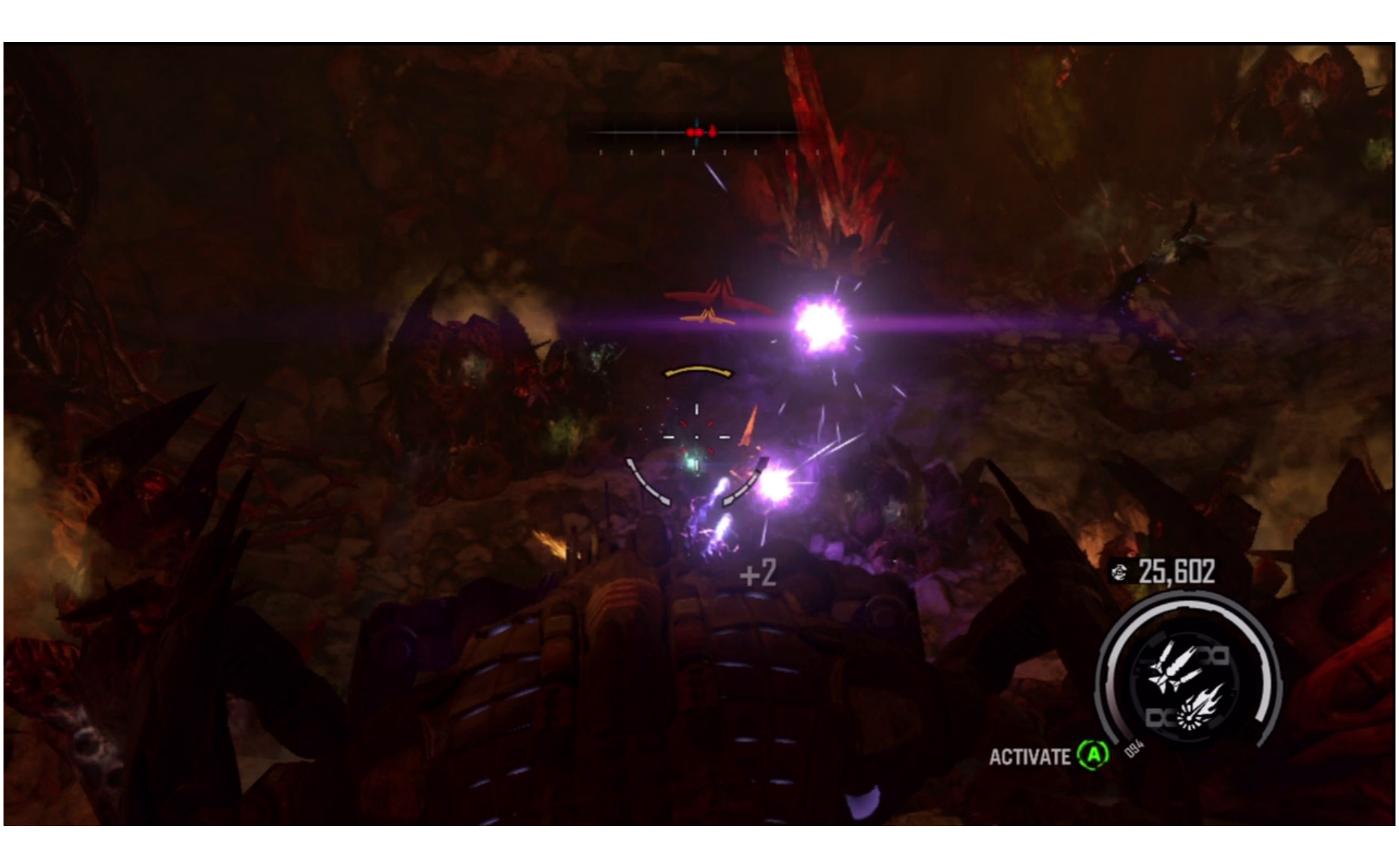
The walker manages to break through the door, but suffers heavy damage after sliding down a steep embankment. S.A.M. can't detect any hostiles in the area, so Darius and Kara step outside to repair the walker. Kara manages to get the walker operational again while Darius stands guard. After sharing a brief, tender moment together, they come under attack. Darius pleads with Kara to get back inside the walker. . .but it's too late. A tentacle pierces Kara's back and emerges through her chest. There's nothing Darius can do but watch Kara's body get dragged away by the tentacle. Fueled by shock and rage, Darius gets back inside the walker and prepares to seek his revenge.

Revenge

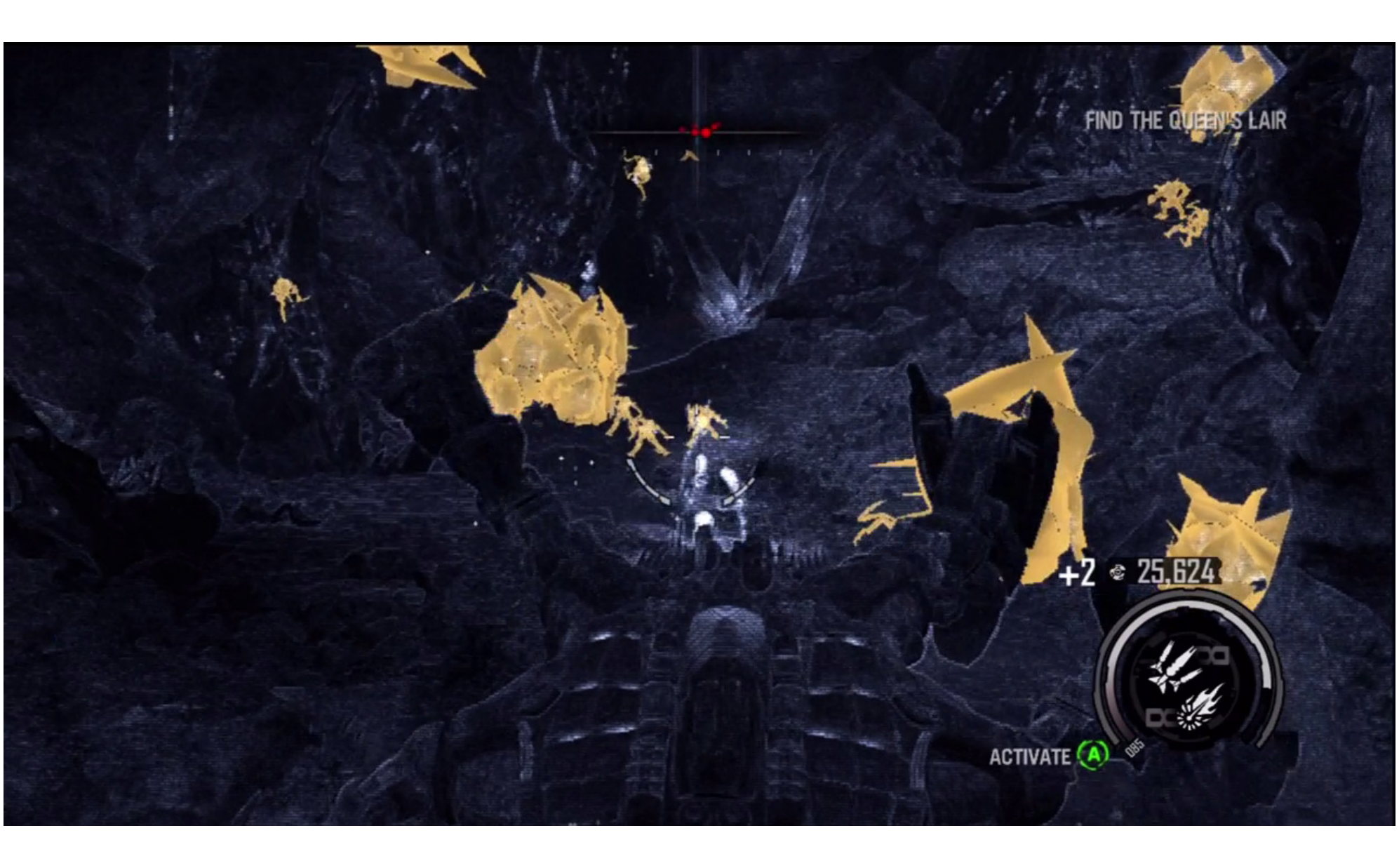
Note

This is strictly a vehicle-based level with no pick-ups or audio logs. Progression is completely linear, requiring no map. If necessary, use the GPS arrows to find your way to the end.

New Objective: Find the Queen's Lair



In the moments following the cutscene, it's important to keep your cool. Kara has managed to get the walker's basic movement and offensive systems working, but the shield system is damaged and can only be deployed intermittently for a few seconds at a time. Press the jump button to activate the shields. When the shields aren't active, all incoming fire damages the walker's hull. Hull integrity is indicated by the number in the bottom right corner of the HUD. Hull damage cannot be repaired, so when hull integrity reaches zero, the walker is destroyed, forcing you to restart from the last save checkpoint. Since the walker isn't very agile, your best defense is a strong offense. Unload on all enemy contacts using the homing missiles and napalm laser. But if you're about to be struck by an incoming projectile or energy blast, immediately deploy the shields to avoid taking hull damage. The shields remain active for only a few seconds and must recharge before being deployed again.

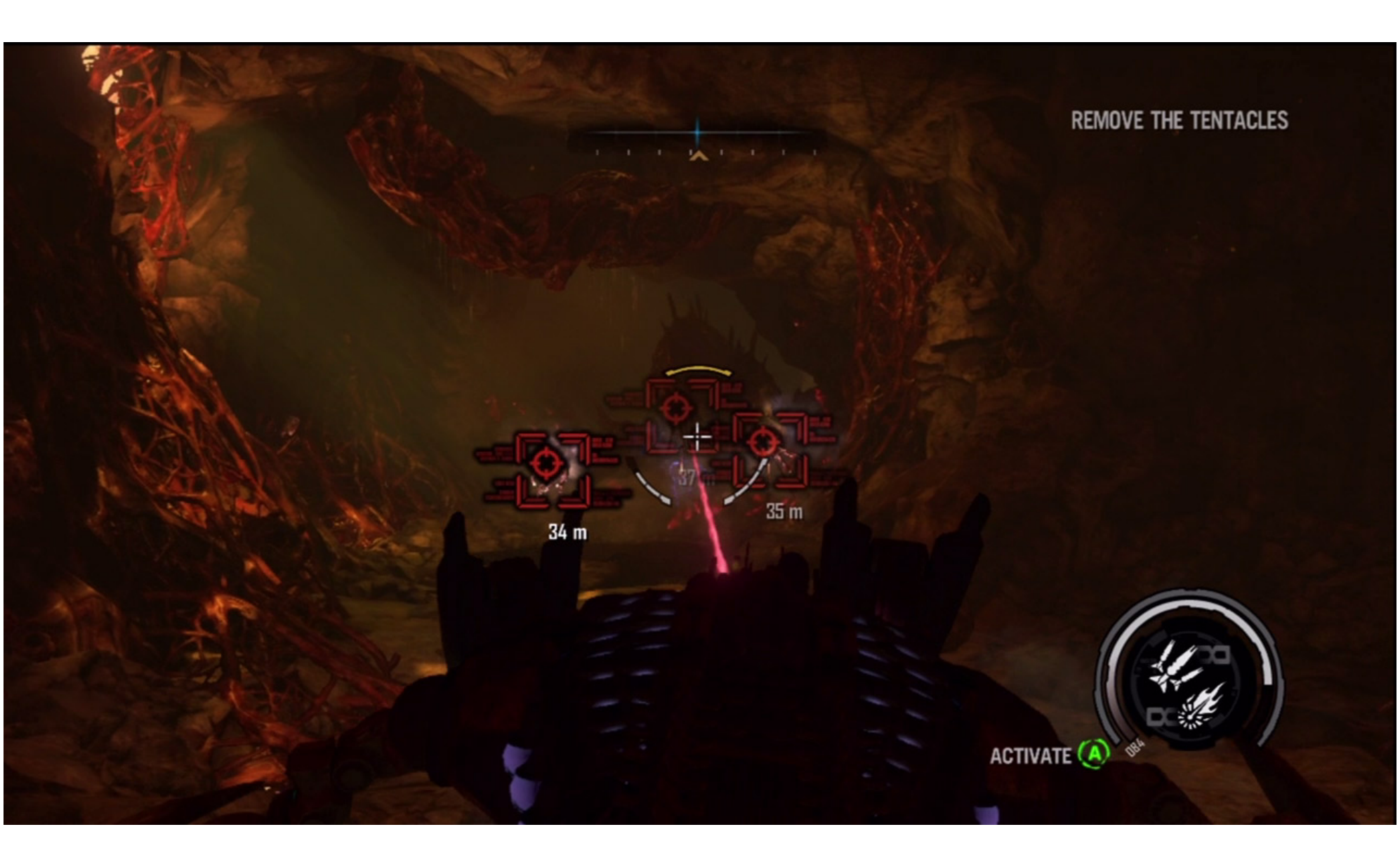


Advance deeper into the cave and activate visualization mode to better identify the ravagers and berserkers. Target the berserkers first, as they pose the biggest threat to your walker. Also, take notice of the pods lining the walls, floor, and ceiling of the cave. These pods don't appear on your compass, but they're easy to spot with visualization mode active. Unlike the pods you encountered earlier, they don't hatch creatures. Still, make an effort to destroy all of the pods you encounter to earn the Exterminator achievement/trophy.

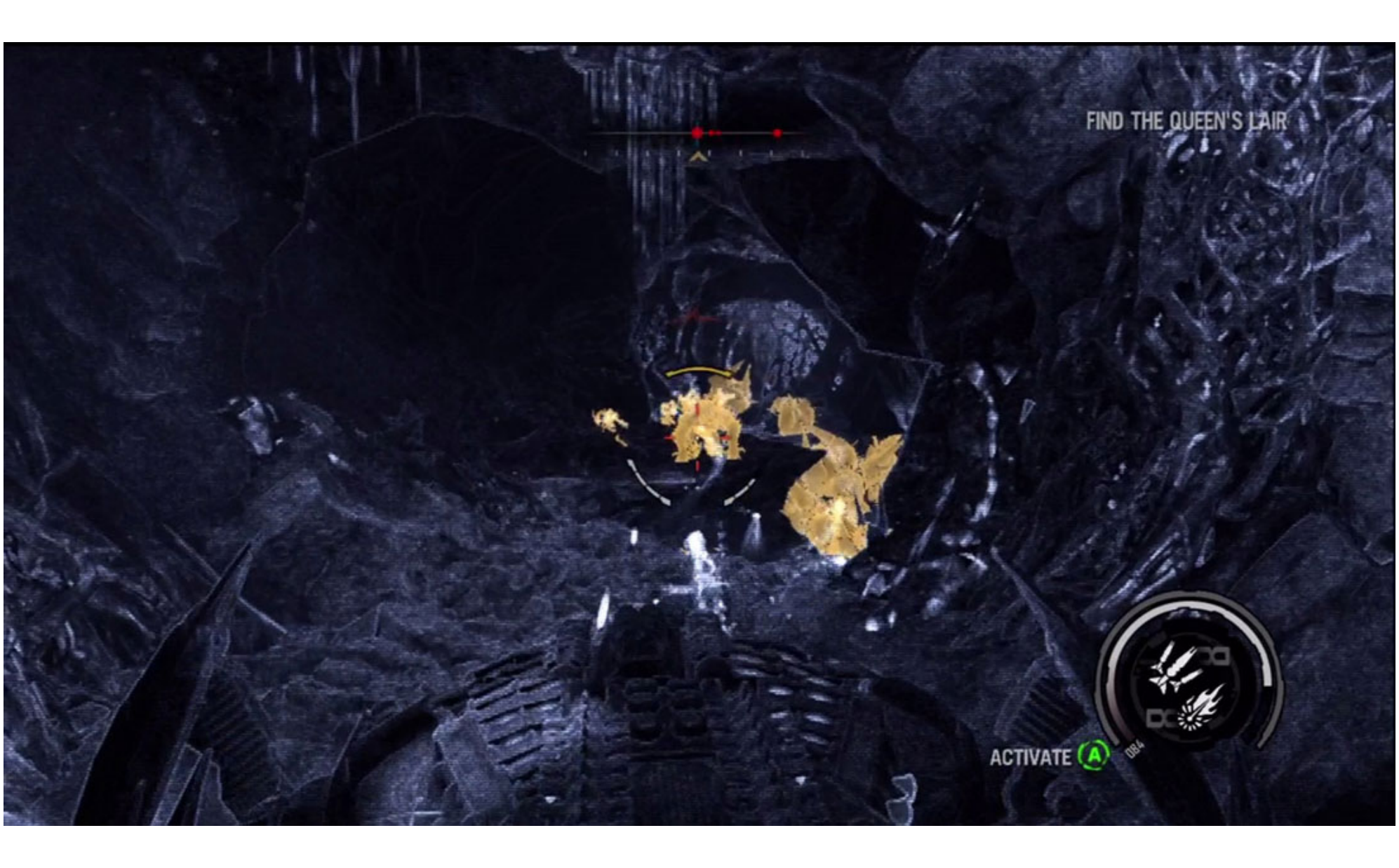
Exterminator

To earn this achievement/trophy, you must destroy a total of 100 pods using the Mantis Heavy Walker. There are more than enough pods to unlock this award, but start early. One homing missile is enough to destroy each pod, or destroy large clusters of pods using the napalm laser.

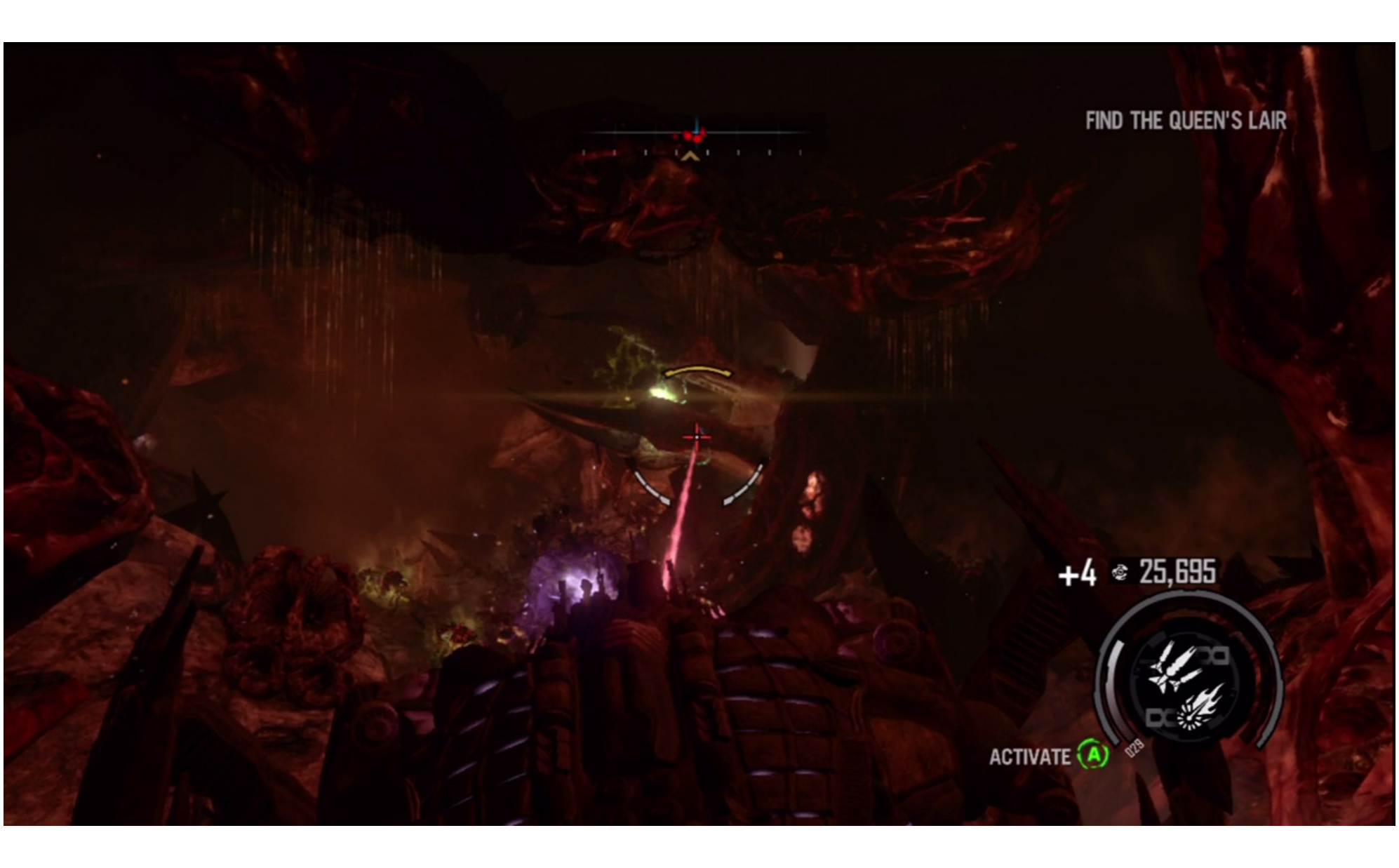
New Objective: Remove the Tentacles



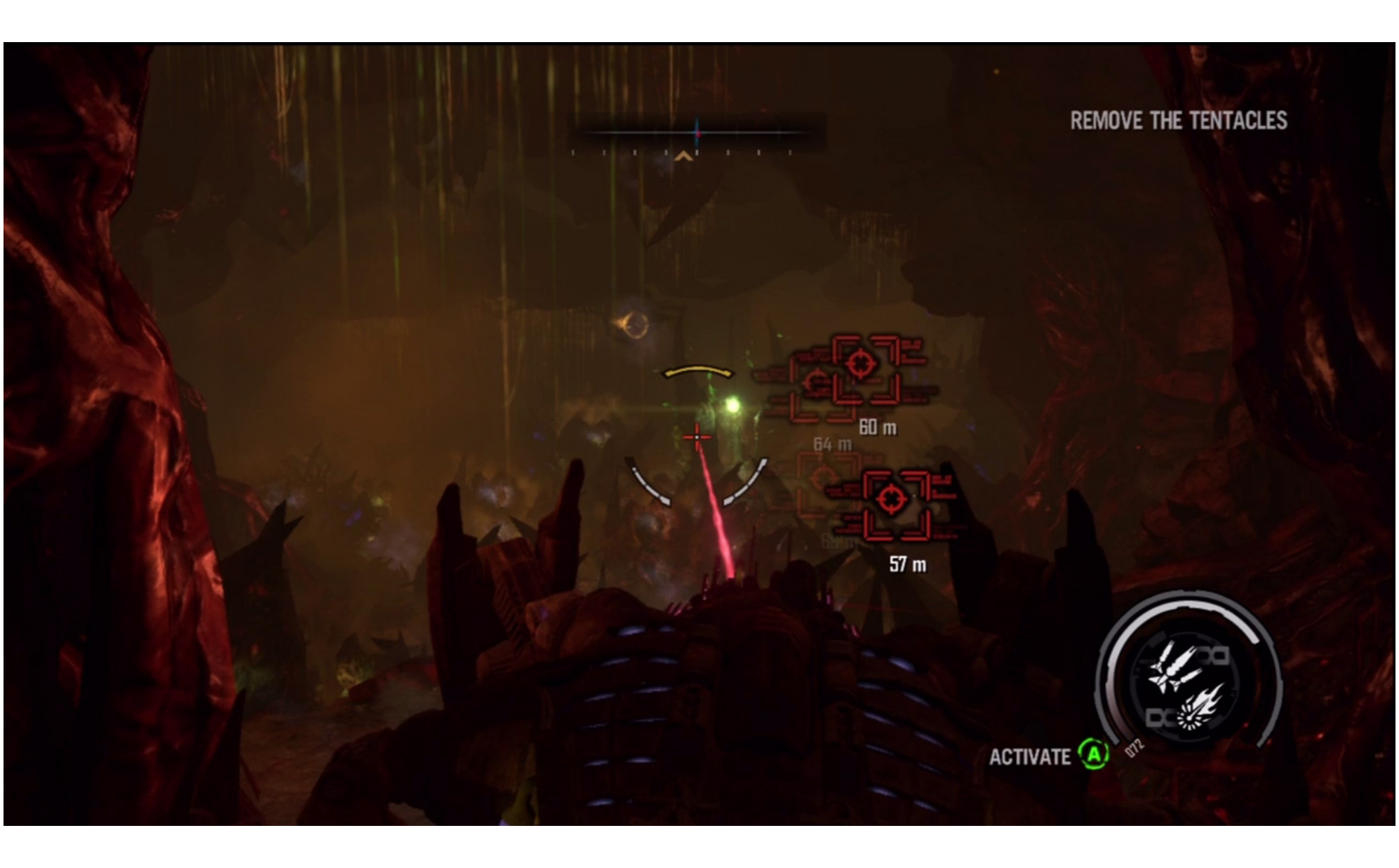
The path ahead is blocked by three large tentacles. These tentacles are massive in size, but seemingly dormant, so you don't have to worry about dodging any debris. Still, you need to find a way to get past them. S.A.M. suggests targeting the ends of the tentacles, where there's no protective outer shell. Using homing missiles or the napalm laser, target the ends of the tentacles—each target is marked with red brackets on the HUD. Targeting the exposed ends of each tentacle causes them to explode, clearing a path into the adjoining tunnel.



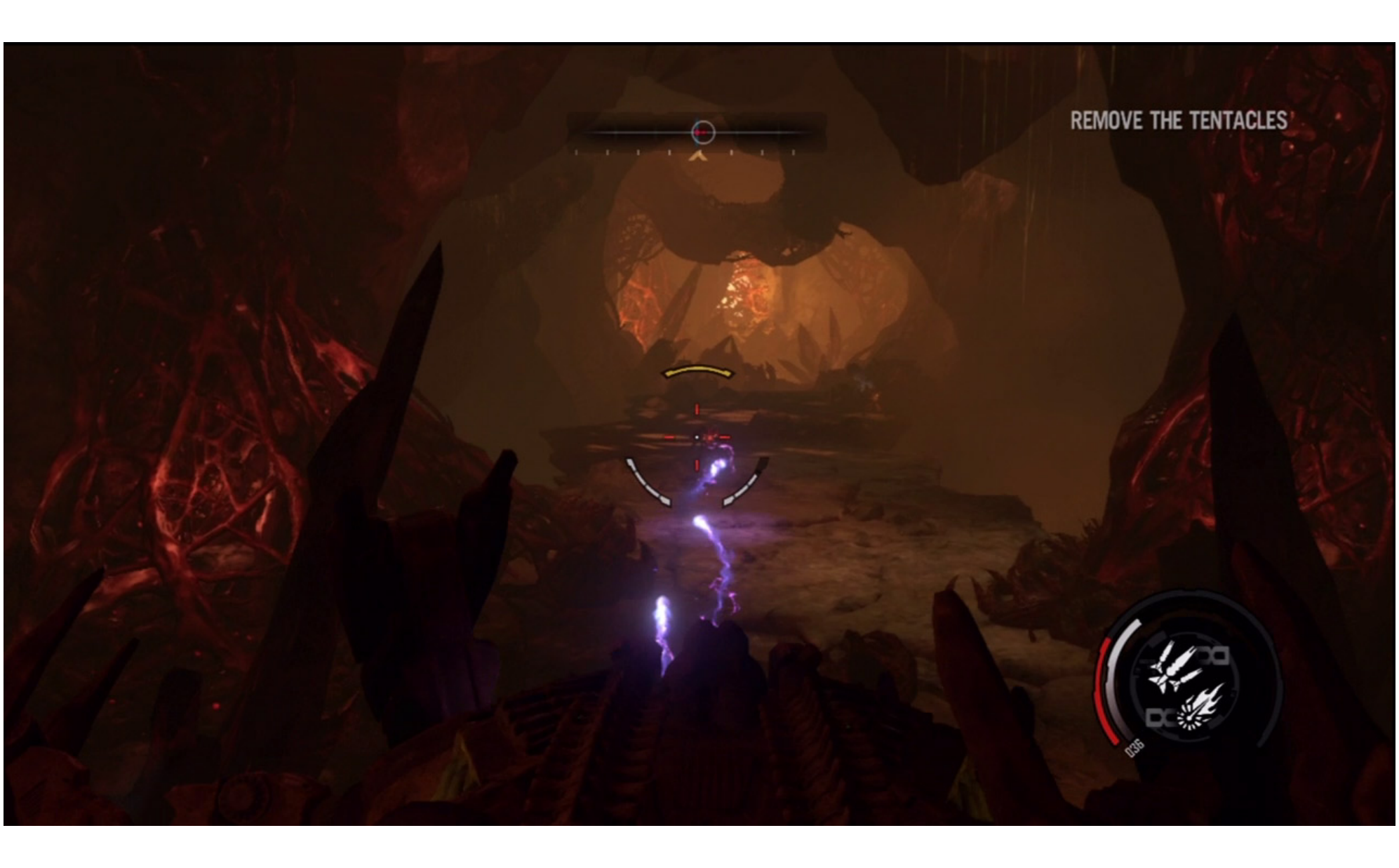
Just beyond the tentacles you come under attack by more creatures, including a behemoth. Immediately hit the behemoth with the napalm laser, then follow up with homing missiles. In the meantime, watch carefully for the behemoth to counterattack. When it launches its projectile, immediately activate the shields to avoid taking damage. If necessary, backtrack into the previous cavern and let the shields recharge before resuming the attack. There are also multiple pods in this tunnel, but don't let them distract you from the ravagers and tentacles. Eliminate all the hostiles (check your compass), then focus on the pods. Also, watch out for ravagers sneaking up behind you. Either use slam attacks or back up until you can target these pesky creatures with your weapons.



Creep through the passage ahead, eliminating all hostiles along the way. Pay close attention to monoliths, taking them out quickly with the napalm laser. But even quick reactions may not prevent you from getting hit by a monolith's energy blast. Be ready to deploy your shields when engaging monoliths. Their energy blasts can inflict serious damage on the walker's hull if not repelled by the shields. And don't try dodging these blasts either. The walker is too slow, plus the splash damage from these blasts can still inflict damage. A well-timed activation of the shields is your only way to defend against these attacks. As the tunnel narrows, more massive tentacles block the path. Once again, target the ends of the tentacles to destroy them.



The narrow tunnel gives way to a massive cavern filled with pods, monoliths, and more tentacles. Take out the monoliths first. The first monolith appears straight ahead as you exit the tunnel. A second monolith emerges from the wall on the left as you advance into the cavern—locate and destroy it fast before it can open fire. Still, be ready to activate the walker's shields. Once the two monoliths are destroyed, target the pods and tentacles—by now you should have eliminated enough pods to earn the Exterminator achievement/trophy.



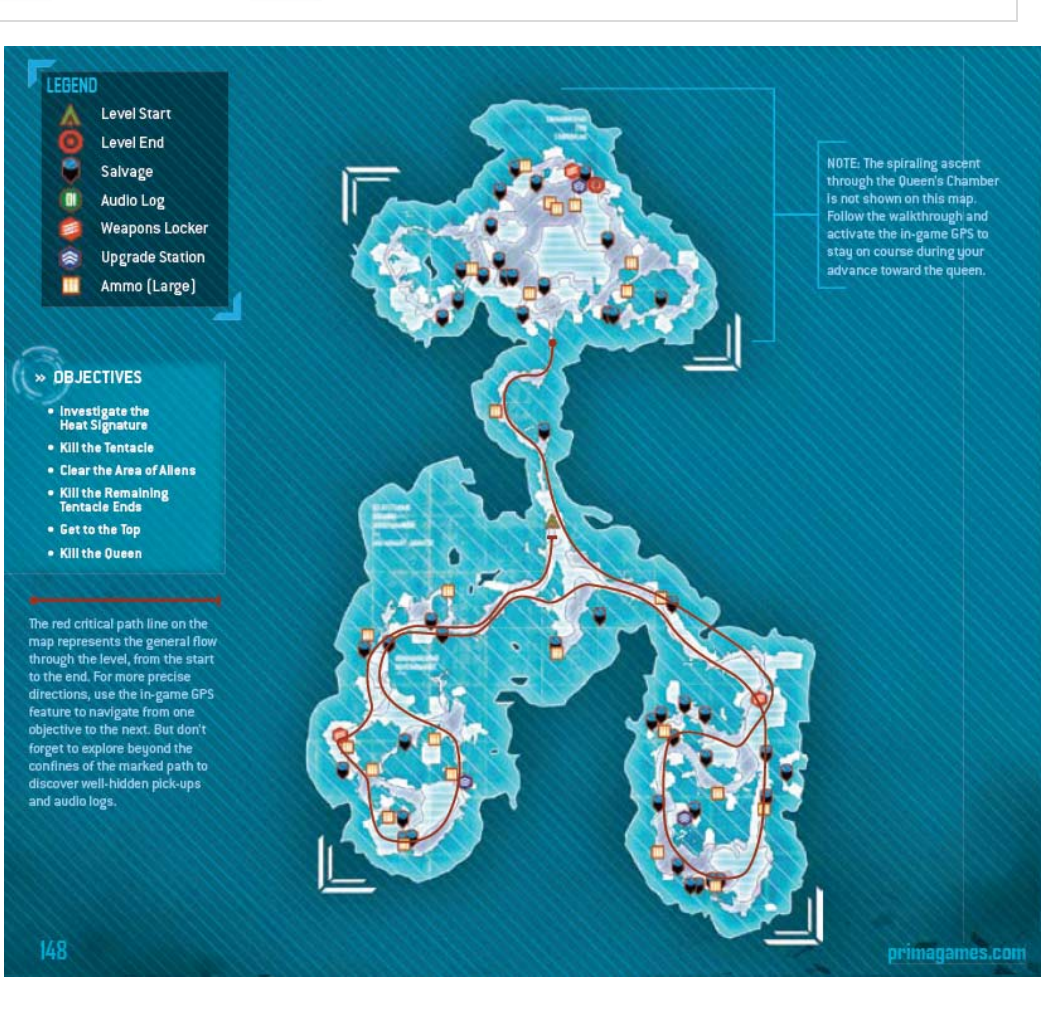
Destroying the last three tentacles at the far end of the cavern opens a path to a narrow land bridge. S.A.M. warns that the path is not strong enough to support the walker's weight. But Darius has lost too much to turn back now. March forward while firing homing missiles at the ravagers on the bridge. Keep advancing until the level ends. You're not far from the queen now. . .

Losses

This Achievement/Trophy is automatically awarded at the end of the level.

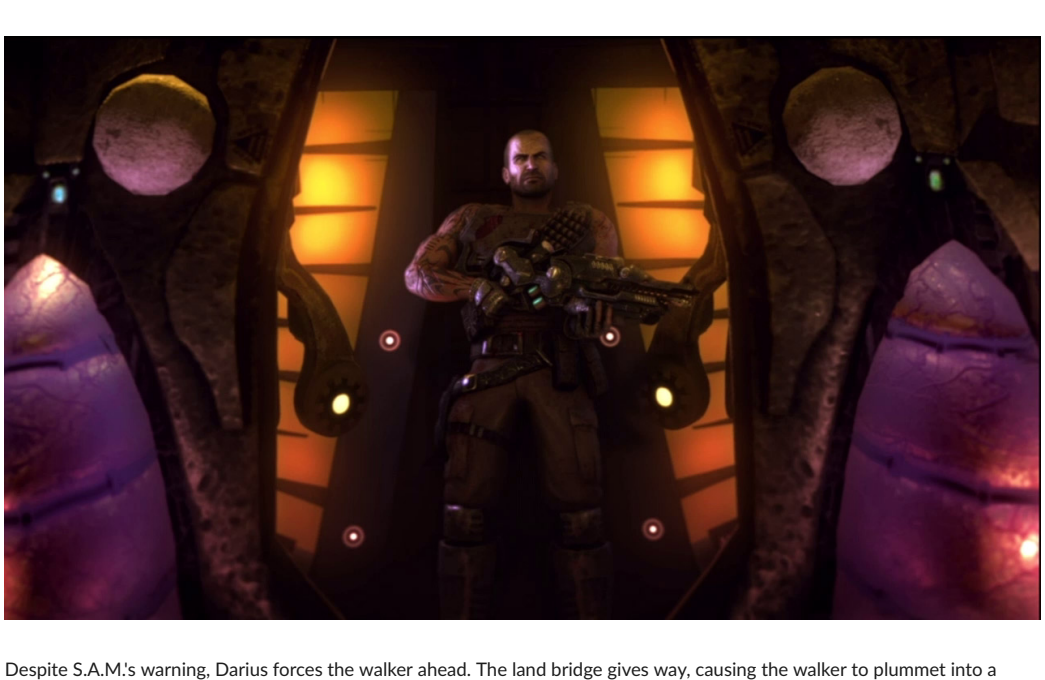
Campaign
The Lair

Icon	Name	Description	Gamerscore	Trophy
	In. The. Face!	Kill one of each enemy type with the Maul.	25	Silver
	Nanergy!	Gather 25,000 total salvage.	30	Silver
	One Big, Ugly Motha. .	Defeat the source of it all.	20	Bronze



NOTE: The spiraling ascent through the Queen's Chamber is not shown on this map. Follow the walkthrough and activate the in-game GPS to stay on course during your advance toward the queen.

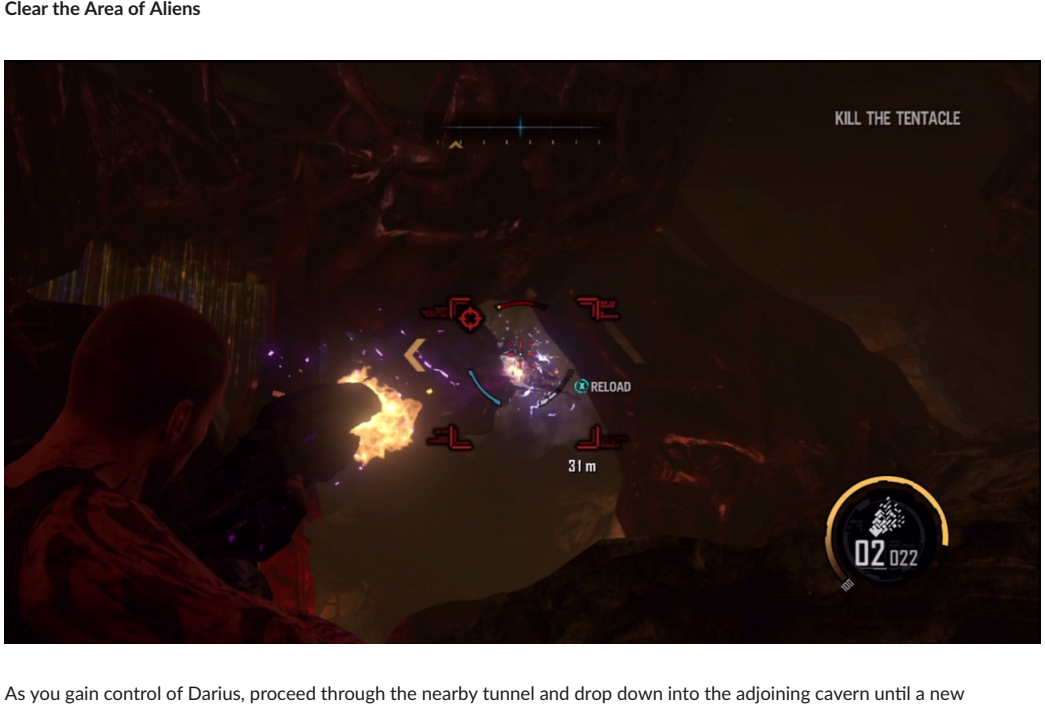
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.



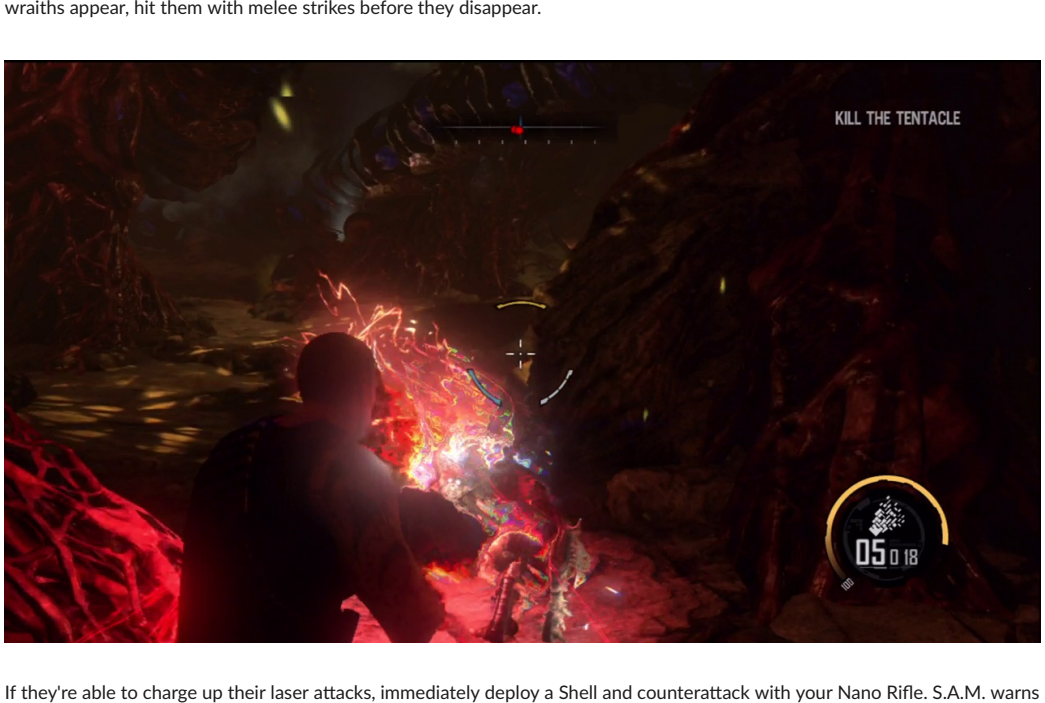
Despite S.A.M.'s warning, Darius forces the walker ahead. The land bridge gives way, causing the walker to plummet into a deep chasm. Protected by the walker's thick hull, Darius manages to survive the crash, but the walker is no longer operational. S.A.M. reports a distant life form stretching over 100 meters—is it the queen or just another tentacle? When S.A.M. asks about plotting a retreat, Darius doesn't respond. He has no choice but continue the treacherous journey on foot. It's time to put an end to this plague!

New Objective:

Investigate the Heat Signature
Kill the Tentacle
Clear the Area of Aliens



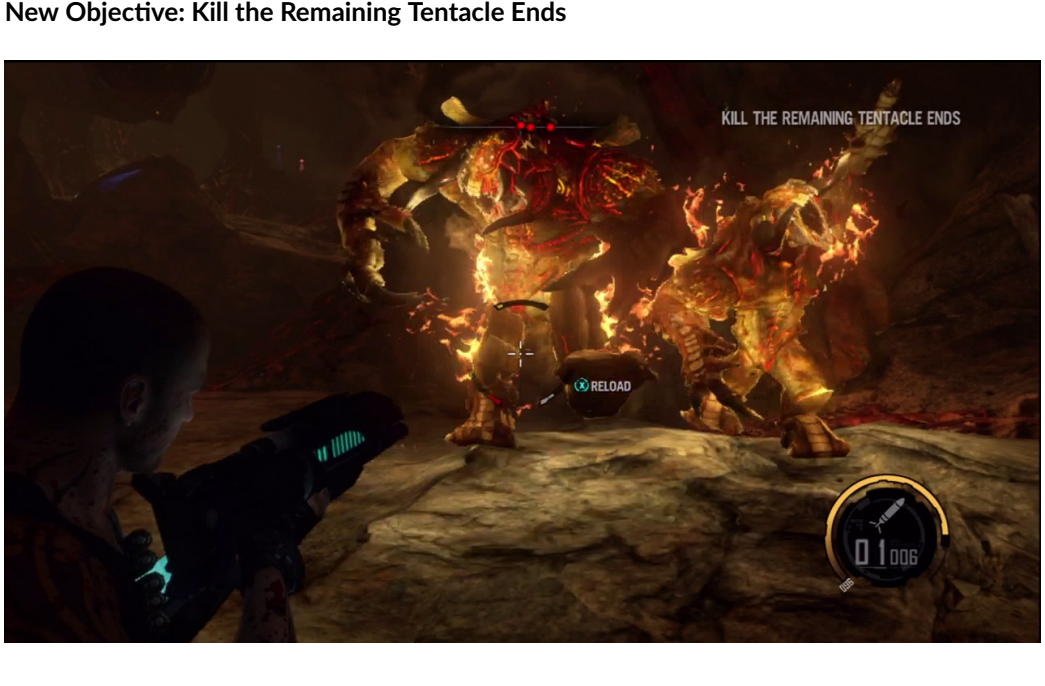
As you gain control of Darius, proceed through the nearby tunnel and drop down into the adjoining cavern until a new cutscene is triggered. In the cutscene, Darius notices another massive tentacle stretching along the cavern's ceiling. Following the cutscene, S.A.M. has marked the tentacle's end on the HUD, appearing between red brackets. Advance a few paces forward until you can get a clear shot at the tentacle's end, then shoot it with your weapon of choice—the Nano Rifle is more than capable of handling the job. Immediately after destroying the tentacle, you're attacked by two wraiths. As soon as the wraiths appear, hit them with melee strikes before they disappear.



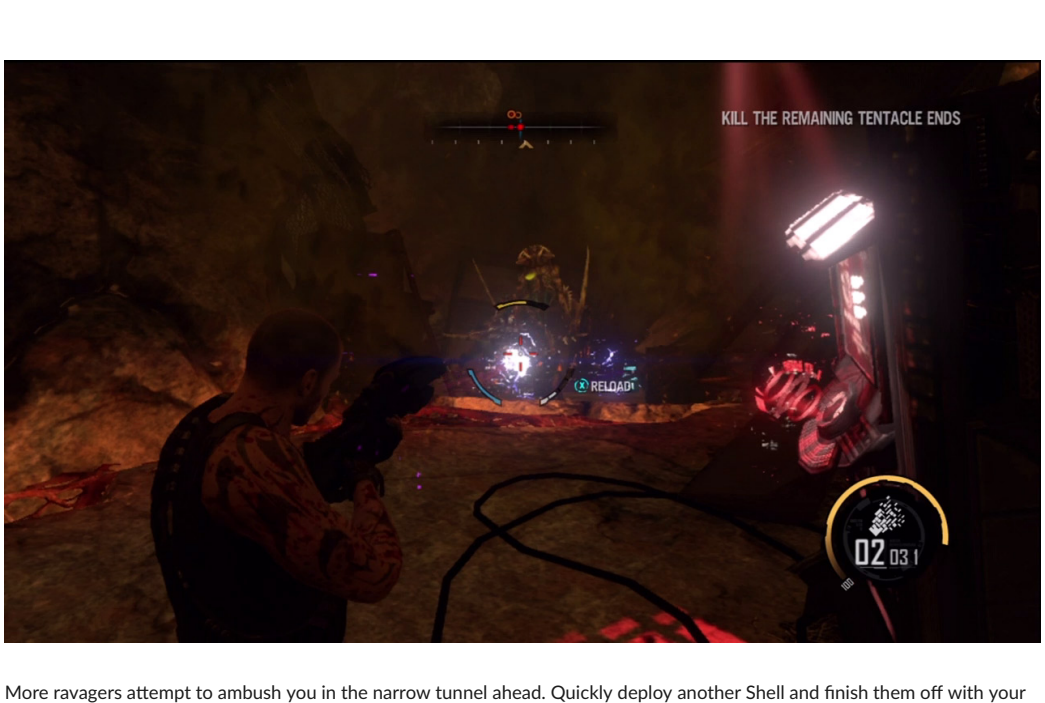
If they're able to charge up their laser attacks, immediately deploy a Shell and counterattack with your Nano Rifle. S.A.M. warns that destroying the tentacle has alerted the creatures to your presence. You can expect stiff resistance as you hunt down the remaining tentacles.

Tentacle Hunt

New Objective: Kill the Remaining Tentacle Ends



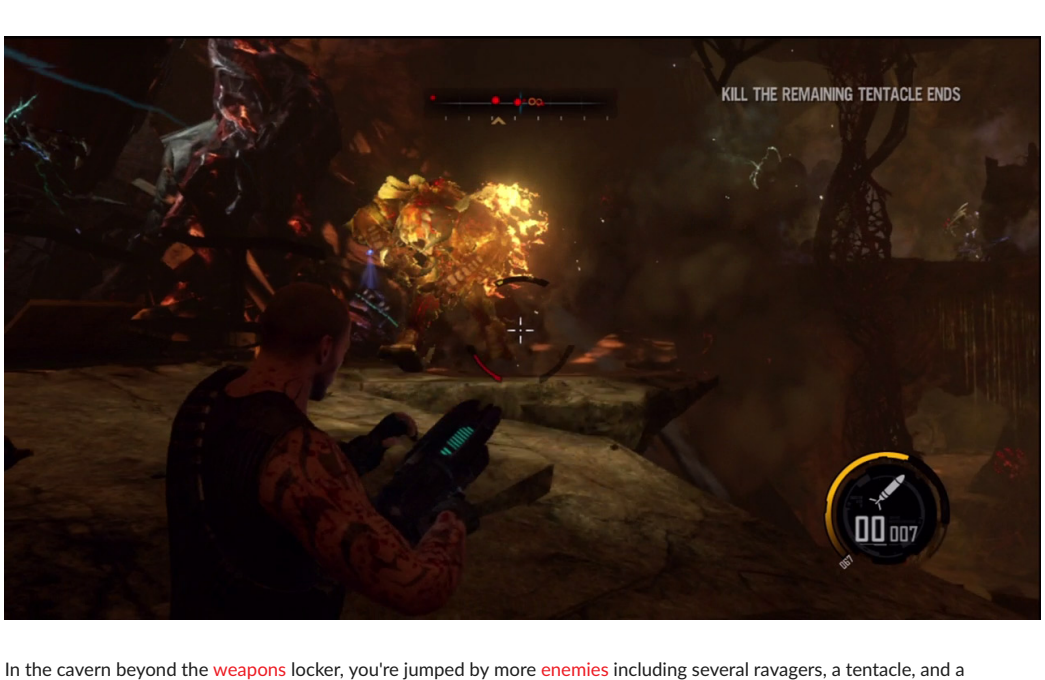
After killing the wraiths, grab the ammo next to a nearby corpse—you can also pick up the victim's assault rifle. Salvage, more ammo, and Banshee pistols can also be found at the dead end in the center of the cavern. There are two more tentacle ends you must destroy before advancing on the queen. Follow the GPS markers to begin your trek to the closest tentacle end. Gather more ammo and salvage along the way, but also keep an eye on your compass for enemy contacts. A couple of berserkers and several ravagers ambush you on this path. Deploy a Shell and open fire on the berserkers first, preferably with your Rocket Launcher. There isn't much room to maneuver, so take out the berserkers quickly before they can charge you. If they do charge you, make sure the Shell is still active. Once the berserkers are down, mop up the ravagers using the Nano Rifle.



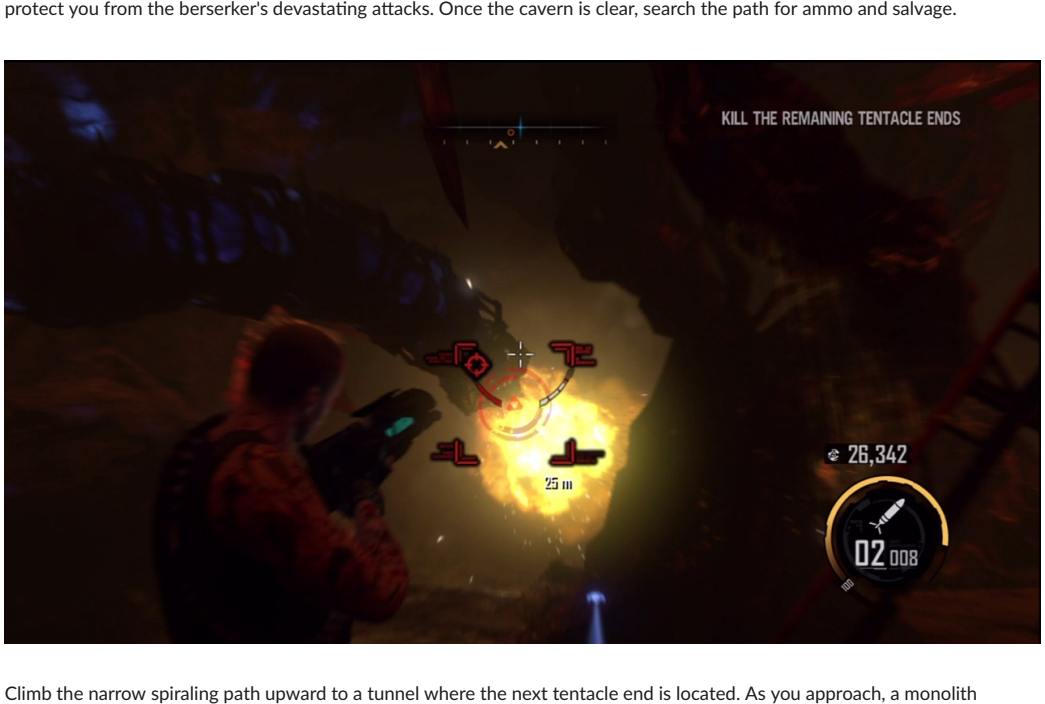
More ravagers attempt to ambush you in the narrow tunnel ahead. Quickly deploy another Shell and finish them off with your Nano Rifle. On the right side of the tunnel is a damaged weapons locker. Fire a repair grenade at the locker, then focus on the creepers, ravagers, and berserker closing in on your location. The Nano Rifle and Rocket Launcher are more than sufficient for dealing with these threats, but feel free to change up your load-out by accessing the weapons locker. Deploy a Shell next to the weapons locker and eliminate each enemy that comes charging at you. Also, target the pods attached to the ceiling to prevent more creepers from spawning. Before moving on, make sure you have the Nano Rifle and Rocket Launcher. The Magnet Gun is also useful for those frantic moments when you run out of ammo.

In. The. Face.

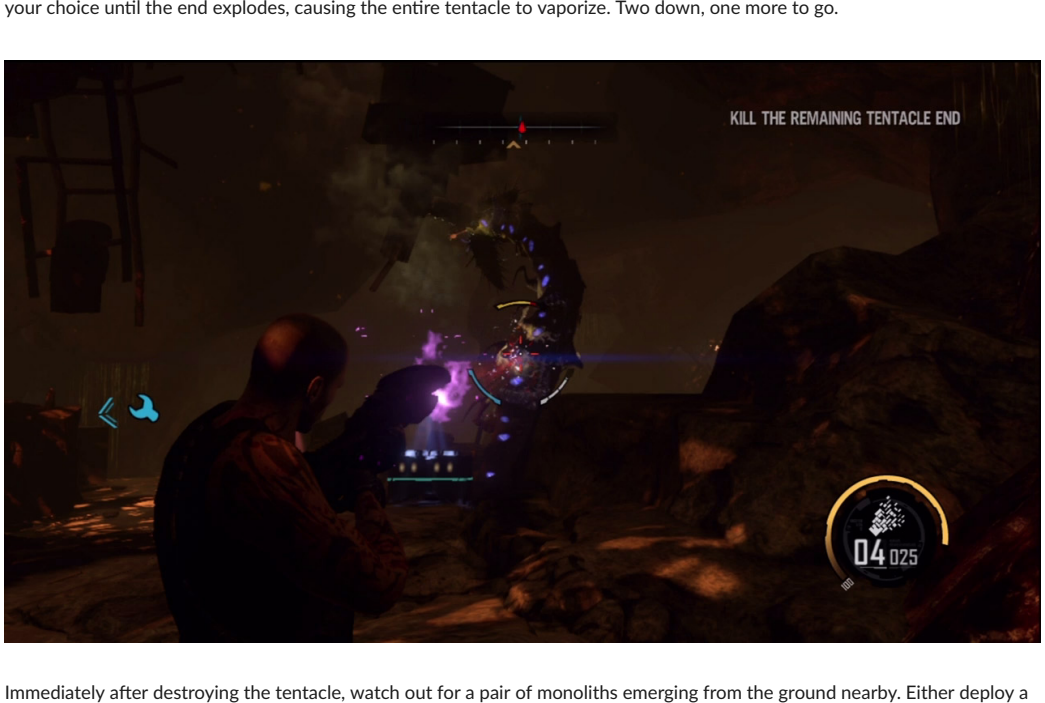
If you haven't already unlocked this achievement/ trophy, now is a good time to wrap it up. Add the Maul to your arsenal and use it against every type of bug you encounter. You must use the Maul to kill one of each enemy type, including the large and small variants of the creepers. If you've already scored at least one kill against a cultist, you'll have no problem racking up the kills you need here. Put on your game face and start swinging!



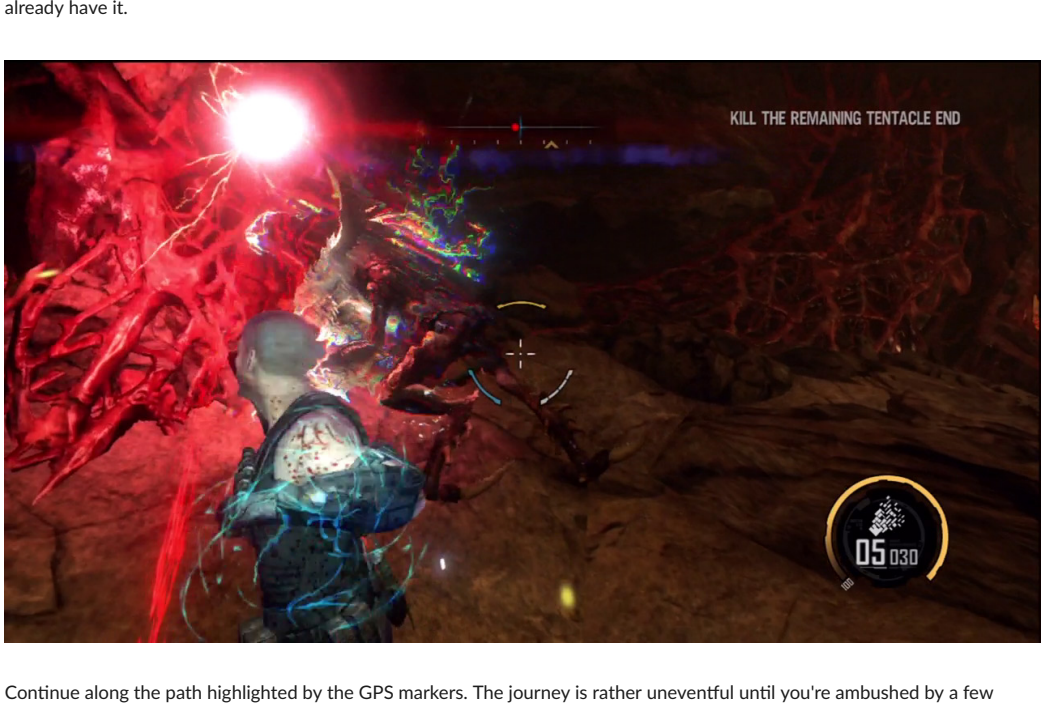
In the cavern beyond the weapons locker, you're jumped by more enemies including several ravagers, a tentacle, and a berserker. Deploy a Shell and quickly eliminate the tentacle as well as the ravagers. Next, use the Magnet Gun on the berserker, tossing him into other creatures as well as the pods on the path above. The Magnet Gun allows you to keep the berserker from charging you. If the berserker does get too close, be ready to dive out of the way or deploy another Shell to protect you from the berserker's devastating attacks. Once the cavern is clear, search the path for ammo and salvage.



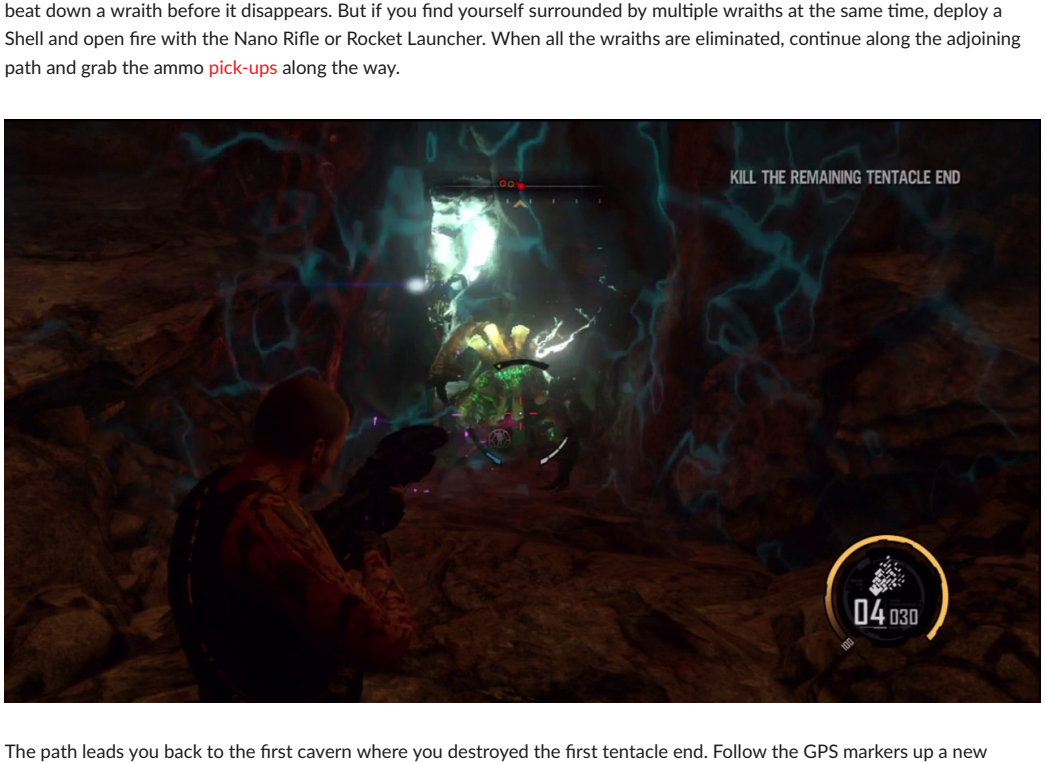
Climb the narrow spiraling path upward to a tunnel where the next tentacle end is located. As you approach, a monolith emerges from the ground on the left, while a ravager hops out of a pod on the right. Deploy a Shell and focus your fire on the monolith first, hammering it with your Rocket Launcher until it explodes. Next, pick off the ravager and then destroy the nearby pod to prevent more ravagers from spawning. Finally, take aim at the tentacle end above. Target it with the weapon of your choice until the end explodes, causing the entire tentacle to vaporize. Two down, one more to go.



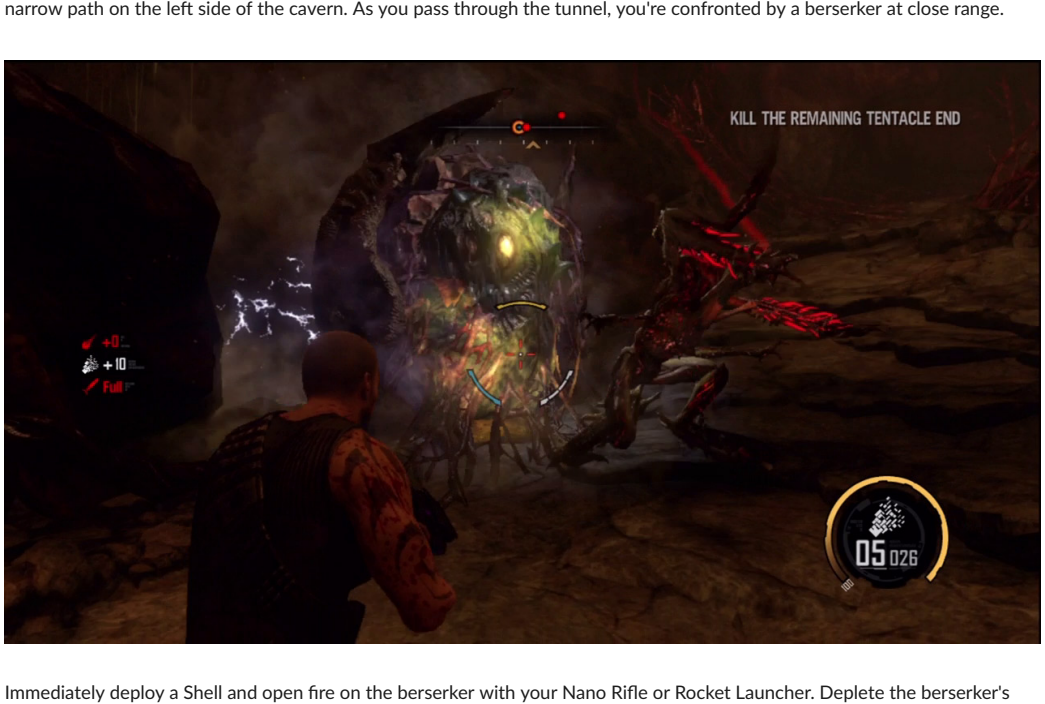
Immediately after destroying the tentacle, watch out for a pair of monoliths emerging from the ground nearby. Either deploy a Shell and attack both monoliths from a stationary position, or stay on the move while opening fire. There's also a pod nearby capable of hatching more ravagers. Be sure to take it out as well as any ravagers it has spawned. Once this area is clear, search for ammo, then follow the GPS markers toward the next tentacle end. Further down the path you're ambushed by a tentacle sprouting near a damaged upgrade station. Blast the tentacle, then repair the upgrade station. If you haven't already, now's a good time to invest in the Reflective Shell upgrade. Melee Training (from tier 2) is also another worthwhile upgrade if you don't already have it.



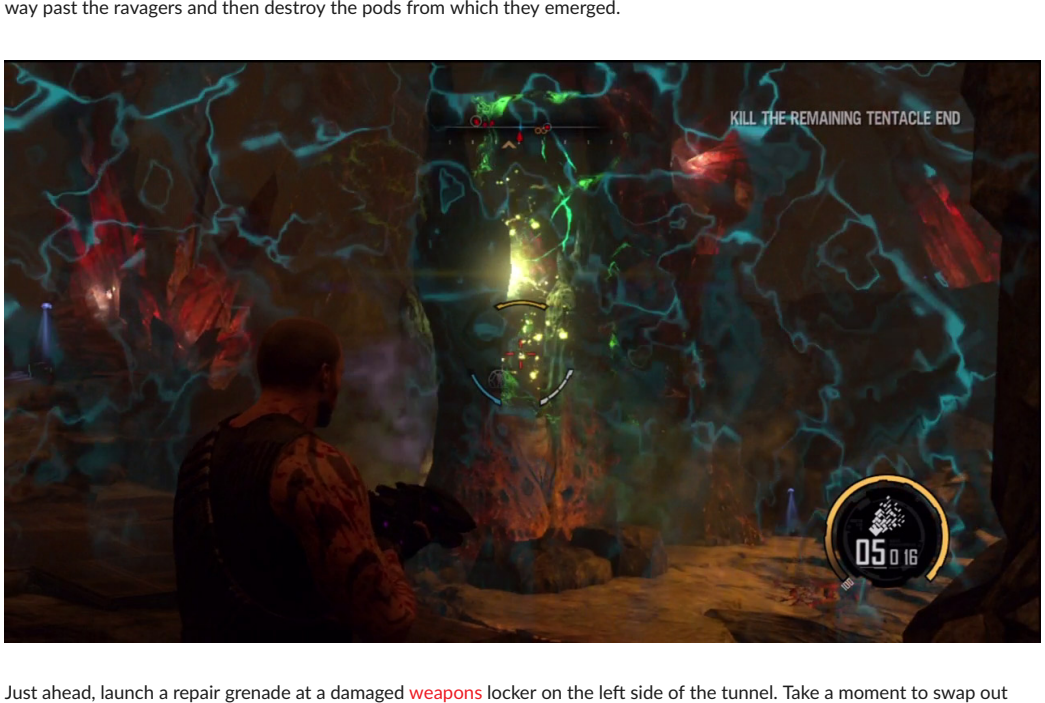
Continue along the path highlighted by the GPS markers. The journey is rather uneventful until you're ambushed by a few wraiths. Initially, these wraiths materialize directly in front of you. Instead of raising your weapon, charge forward and initiate a series of melee strikes. If you invested in the Melee Training upgrade, your strikes inflict heavy damage, making it possible to beat down a wraith before it disappears. But if you find yourself surrounded by multiple wraiths at the same time, deploy a Shell and open fire with the Nano Rifle or Rocket Launcher. When all the wraiths are eliminated, continue along the adjoining path and grab the ammo pick-ups along the way.



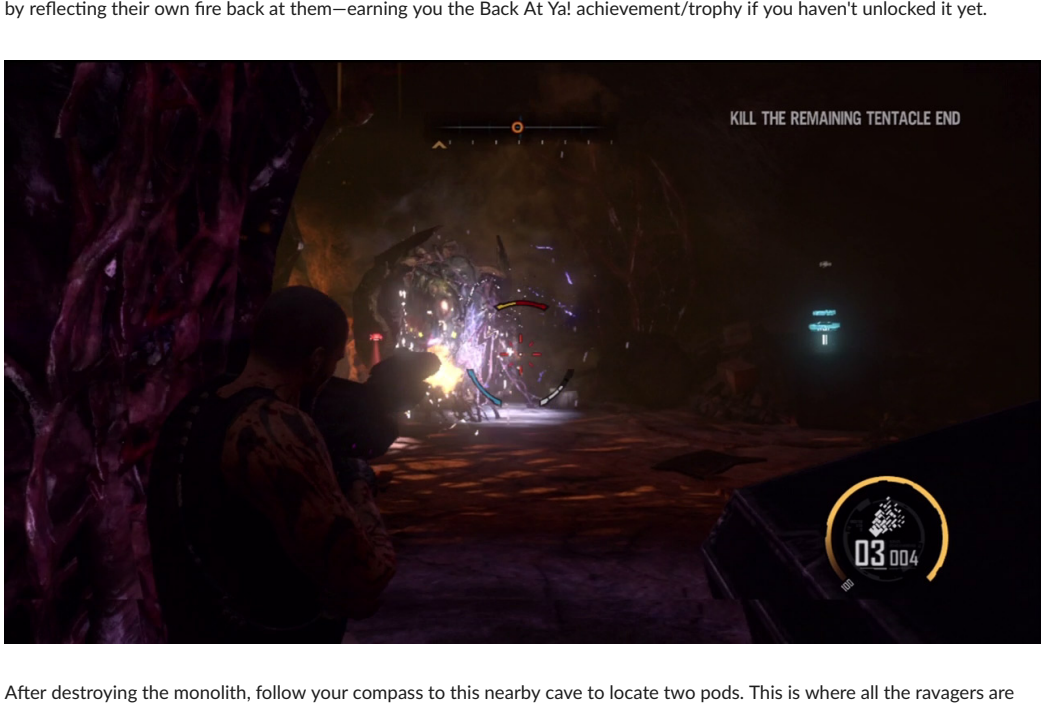
The path leads you back to the first cavern where you destroyed the first tentacle end. Follow the GPS markers up a new narrow path on the left side of the cavern. As you pass through the tunnel, you're confronted by a berserker at close range.



Immediately deploy a Shell and open fire on the berserker with your Nano Rifle or Rocket Launcher. Deplete the berserker's health as quickly as possible and make sure the Shell is still active when the creature explodes. A few ravagers accompany the berserker, so be ready to hunt them down. The ravagers spawn from two pods attached to the tunnel walls ahead. Fight your way past the ravagers and then destroy the pods from which they emerged.



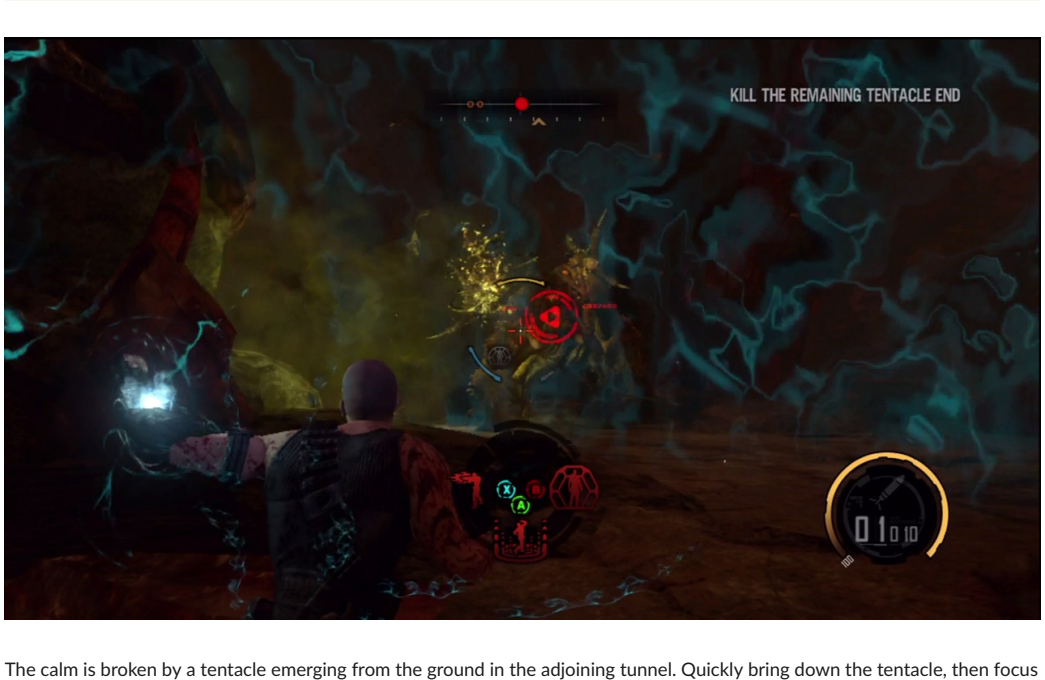
Just ahead, launch a repair grenade at a damaged weapons locker on the left side of the tunnel. Take a moment to swap out your weapons, but it's strongly advised to keep the Nano Rifle and Rocket Launcher—the Plasma Cannon can also come in handy. Beyond the weapons locker are more ravagers, pods, and a monolith. Creep ahead until the monolith emerges, and then deploy a Shell. While protected by the Shell, bring down the monolith with a series of rockets. As you attack the monolith, incoming fire from the ravagers reflect, assuming you purchased the Reflective Shell upgrade. This is a great way to kill enemies by reflecting their own fire back at them—earning you the Back At Ya! achievement/trophy if you haven't unlocked it yet.



After destroying the monolith, follow your compass to this nearby cave to locate two pods. This is where all the ravagers are coming from. Plow through the ravagers defending this area and then rupture the pods. Inside this same cave you can find salvage, ammo, and a Pulse Grenade. When you're finished gathering loot, return to the main path and follow the GPS markers up the incline. If you destroyed both pods and all the ravagers, the trek is free of hostiles. Take a moment to scour the path for ammo and salvage.

Nanergy

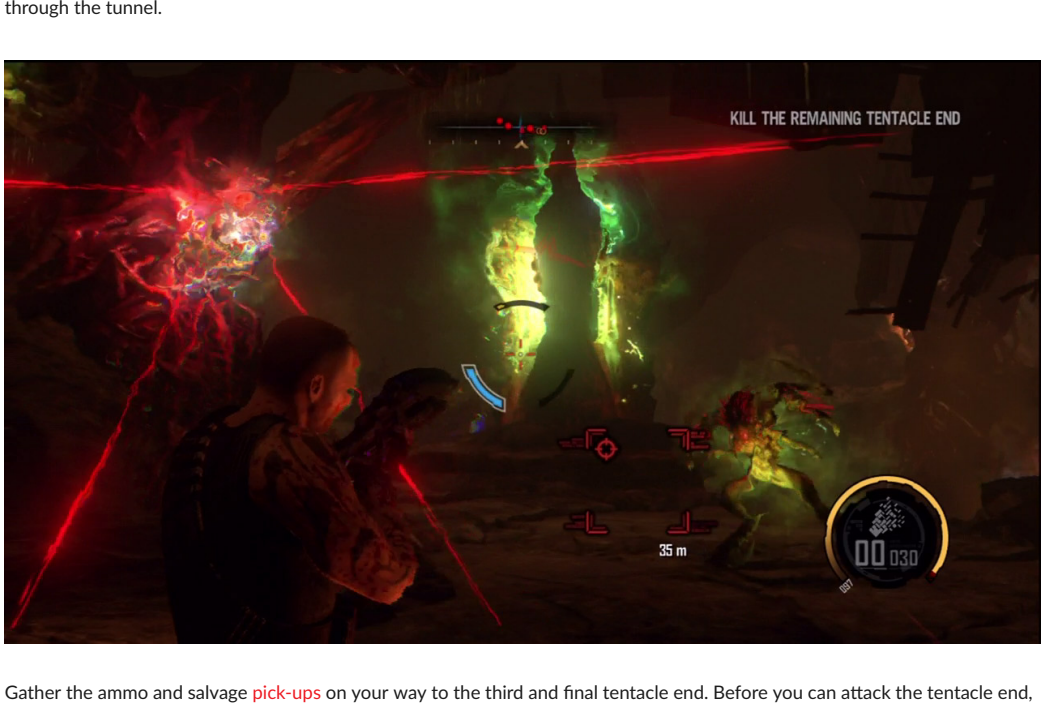
By now you should be close to accumulating the 25,000 salvage required for this achievement/trophy. But if you're still lagging behind, there's enough time to wrap this one up. Go out of your way to gather every piece of salvage you can see. Remember, the Magnet Gun can be used to grab those hard-to-reach containers. Also, the Autopsy upgrade from tier 2 can also help you earn the necessary salvage, automatically depositing salvage into your pockets for every enemy you kill.



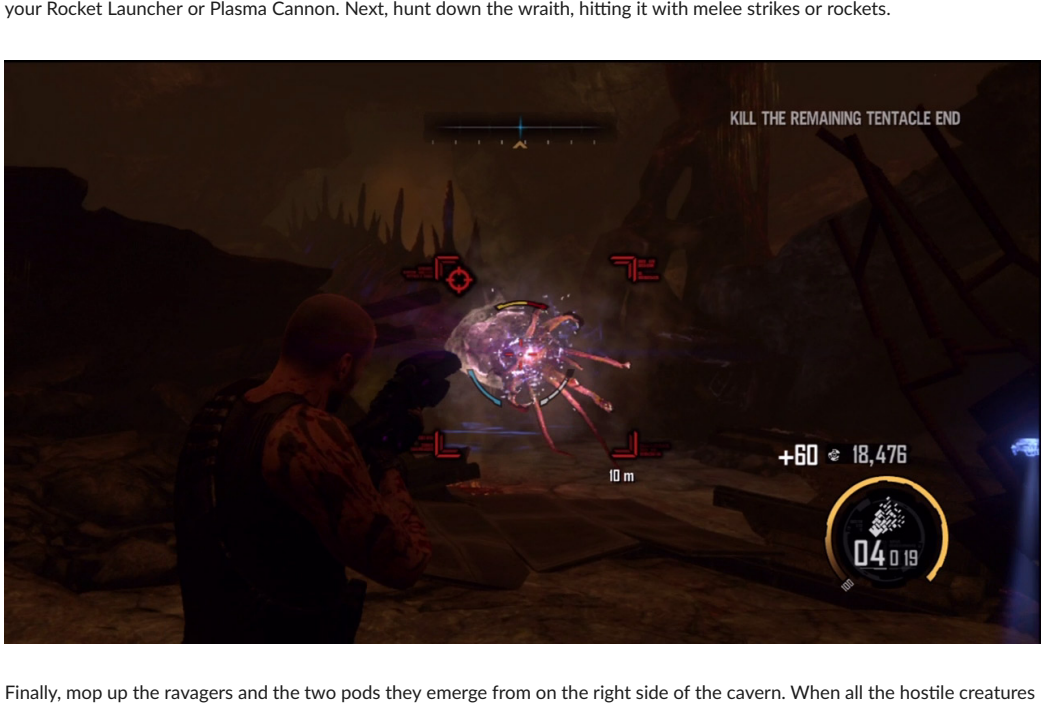
The calm is broken by a tentacle emerging from the ground in the adjoining tunnel. Quickly bring down the tentacle, then focus on the creepers and behemoth rushing your way. Smash the creepers that approach while opening fire on the behemoth with your Rocket Launcher. Hold off on deploying a Shell until the behemoth gets close. If necessary, backpedal down the path to create more space. When you're ready to make a stand, deploy a Shell and hold steady while pummeling the behemoth with rockets. If you brought along the Plasma Cannon, now's a good time to equip it. Keep up the attack until the behemoth falls to the ground.

KILL THE REMAINING TENTACLE END
15 m
MAGNET GUN

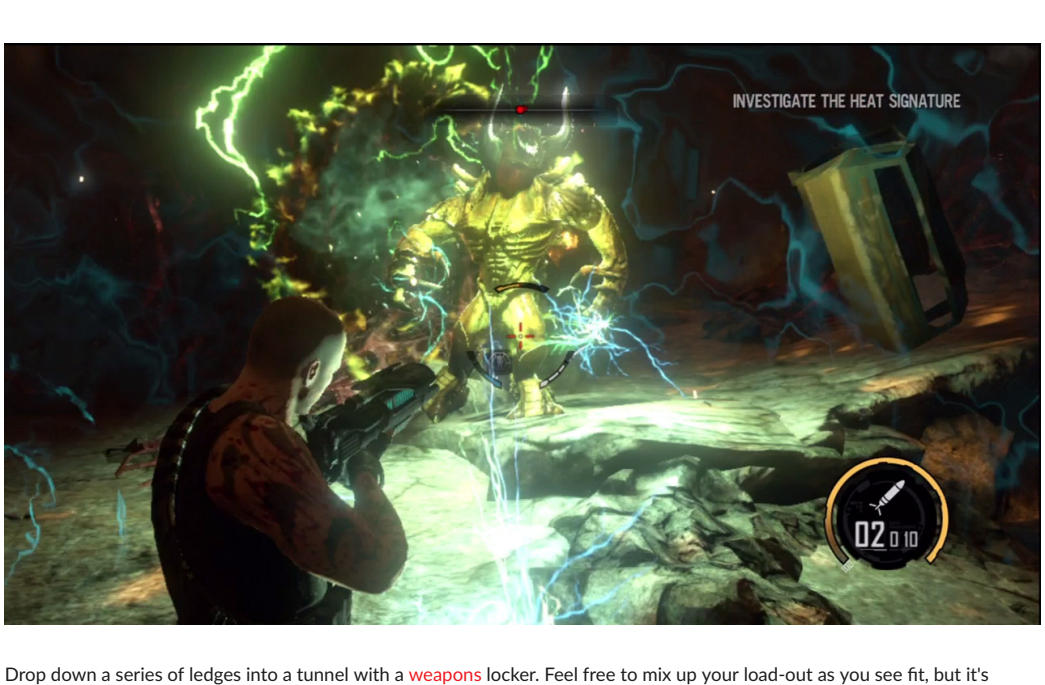
After killing the behemoth, cautiously enter the next tunnel. There's a couple of pods attached to the walls just ahead, but before you can target the pods, a tentacle emerges near a damaged upgrade station. The pods spawn creepers while the tentacle attacks by chucking debris. There isn't much room to maneuver, so deploy a Shell and target the tentacle first, preferably with the Nano Rifle. Once the tentacle is down, destroy the pods and any remaining creepers. Having cleared the area, turn to the damaged upgrade station and repair it with a repair grenade. Spend any extra salvage you have, then continue through the tunnel.



Gather the ammo and salvage pick-ups on your way to the third and final tentacle end. Before you can attack the tentacle end, a monolith blocks your path along with several ravagers and a wraith. Deploy a Shell and hammer away at the monolith using your Rocket Launcher or Plasma Cannon. Next, hunt down the wraith, hitting it with melee strikes or rockets.



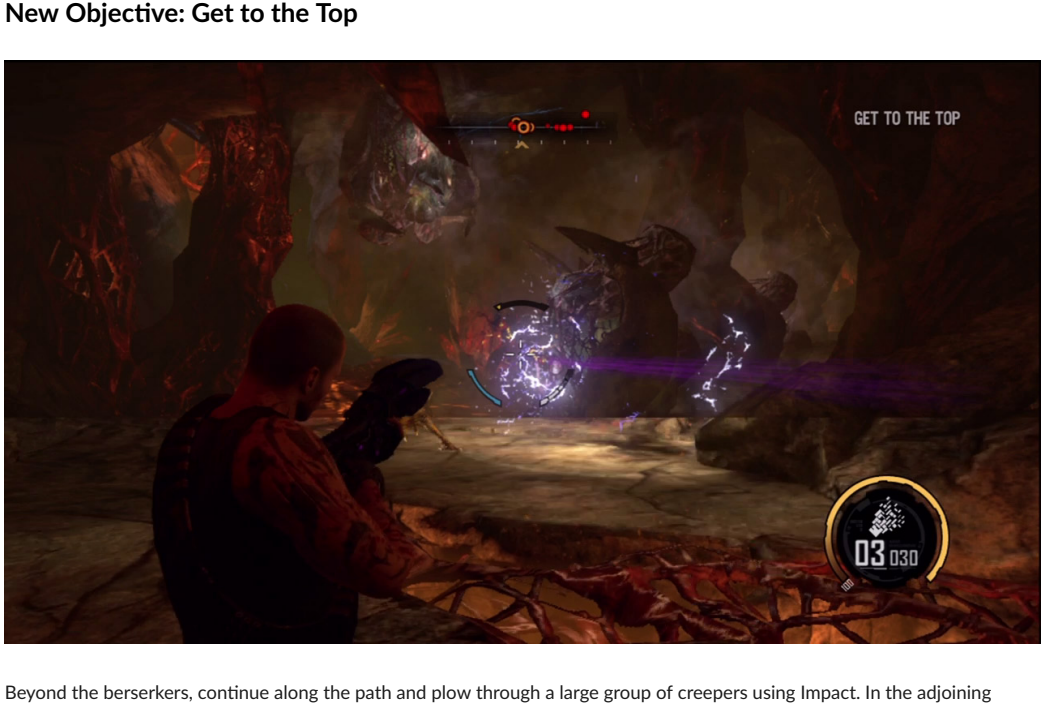
Finally, mop up the ravagers and the two pods they emerge from on the right side of the cavern. When all the hostile creatures are down, turn to the tentacle end and shoot it with your Nano Rifle until the tentacle vaporizes. S.A.M. reports that all tentacles have been removed. The passage to the queen should now be available. Take a moment to gather ammo and salvage from this cavern, then follow the GPS markers leading toward the heat signature S.A.M. detected earlier.



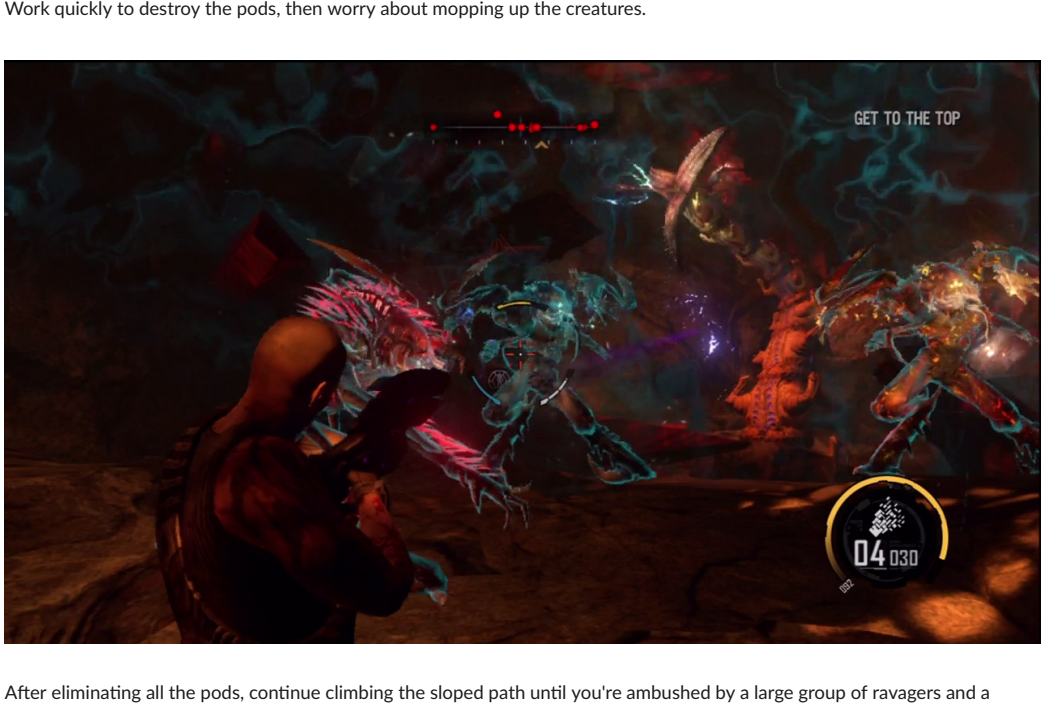
Drop down a series of ledges into a tunnel with a weapons locker. Feel free to mix up your load-out as you see fit, but it's strongly advised to keep the Nano Rifle and Rocket Launcher in your arsenal. Just ahead, you're ambushed by more ravagers—deploy a Shell and take them out. Further along the path you encounter three berserkers. Quickly deploy a Shell and hold your ground while firing rockets at the trio. If you run low on ammo, the Nano Rifle is also effective against these enemies. But if you want to save your ammo, consider using the Magnet Gun to toss these foes around the cavern until they explode. Juggling three targets isn't easy, but it's the best way to keep the berserkers away from you.

The Queen's Chamber

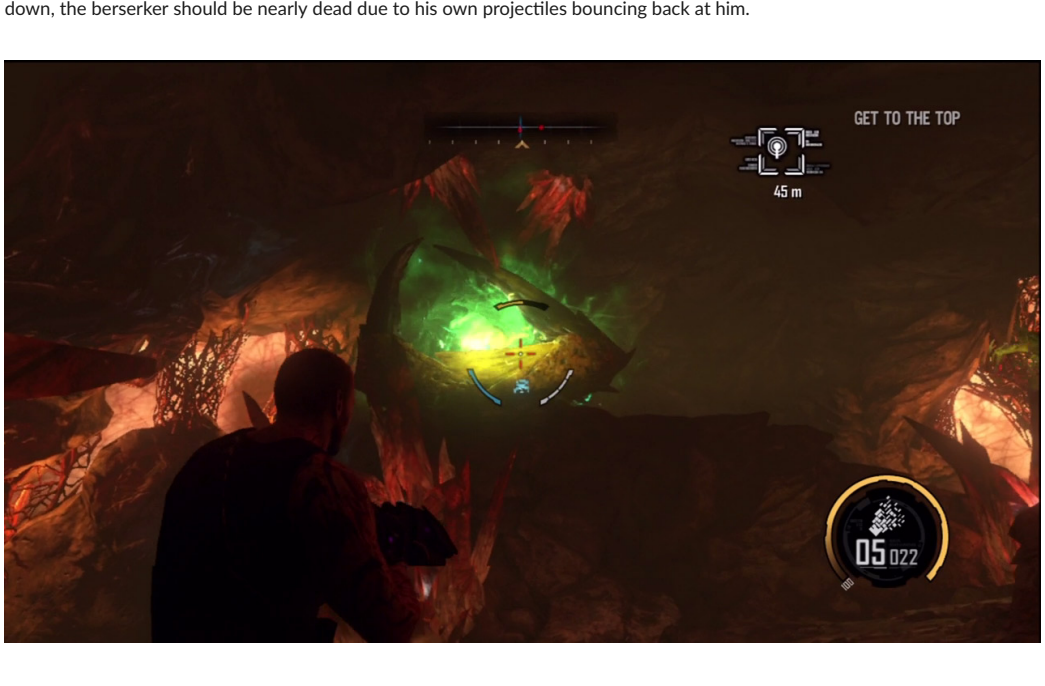
New Objective: Get to the Top



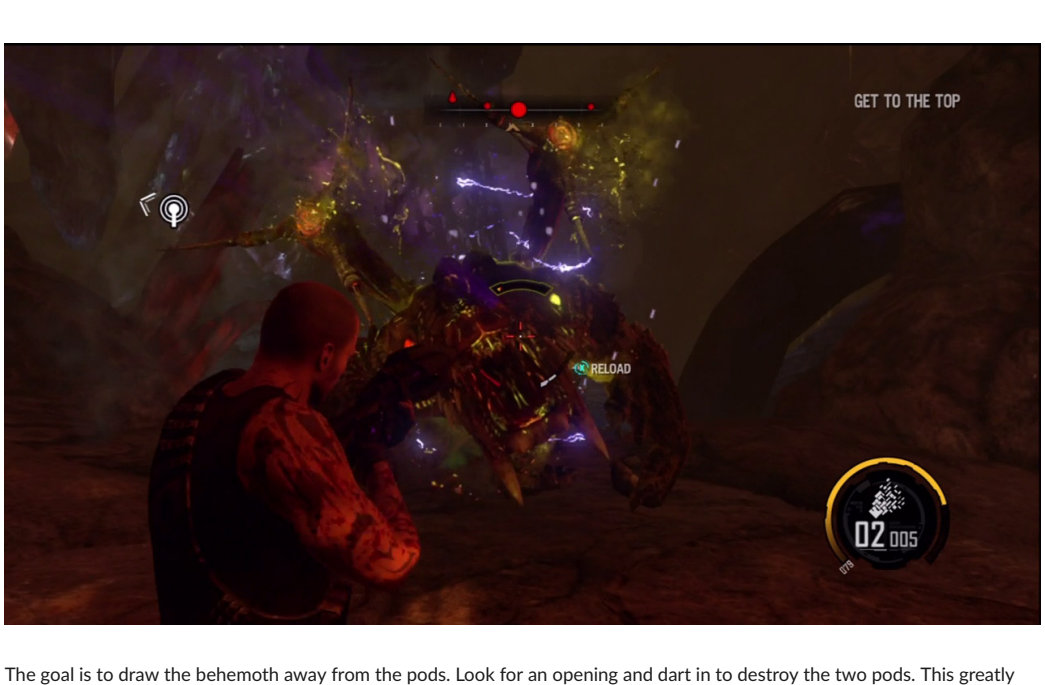
Beyond the berserkers, continue along the path and plow through a large group of creepers using Impact. In the adjoining chamber, you finally reach the source of the heat signature. S.A.M. reports that the heat signature is a living organism, but it's unlike anything you've encountered thus far. Darius wants to climb the nearby path to get a better look at what they're dealing with. Swarms of creepers and a few wraiths fill the tunnel ahead. Use Impact and melee strikes to wade through the creepers. Melee strikes are also effective against the wraiths, assuming you can hit them before they disappear. If you find yourself completely surrounded, deploy a Shell and clear out the area using your Nano Rifle. The creepers are spawned from several pods. Use the compass to locate each pod and destroy them as quickly as possible. Ravagers emerge from a couple of pods as well. Work quickly to destroy the pods, then worry about mopping up the creatures.



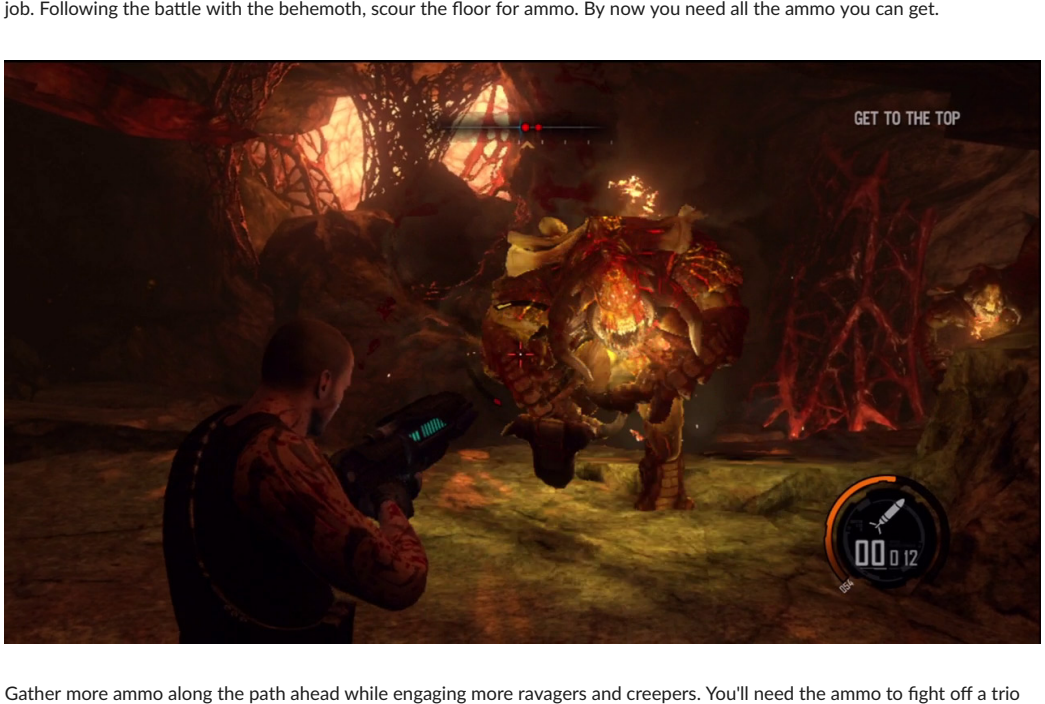
After eliminating all the pods, continue climbing the sloped path until you're ambushed by a large group of ravagers and a tentacle. Instead of stopping, push forward, allowing the ravagers to completely surround you. Next, deploy a Shell and attack the tentacle first. If you have the Reflective Shell upgrade, the ravager attacks bounce off, potentially killing their comrades. Finish off the tentacle, then as the Shell fades, engage the ravagers. Keep moving and firing while mopping up the resistance with your Nano Rifle or Rocket Launcher. As you continue along the path, another tentacle sprouts from the ground and is backed up by a berserker. Once again, use the Shell for protection and engage the tentacle first. By the time the tentacle is down, the berserker should be nearly dead due to his own projectiles bouncing back at him.



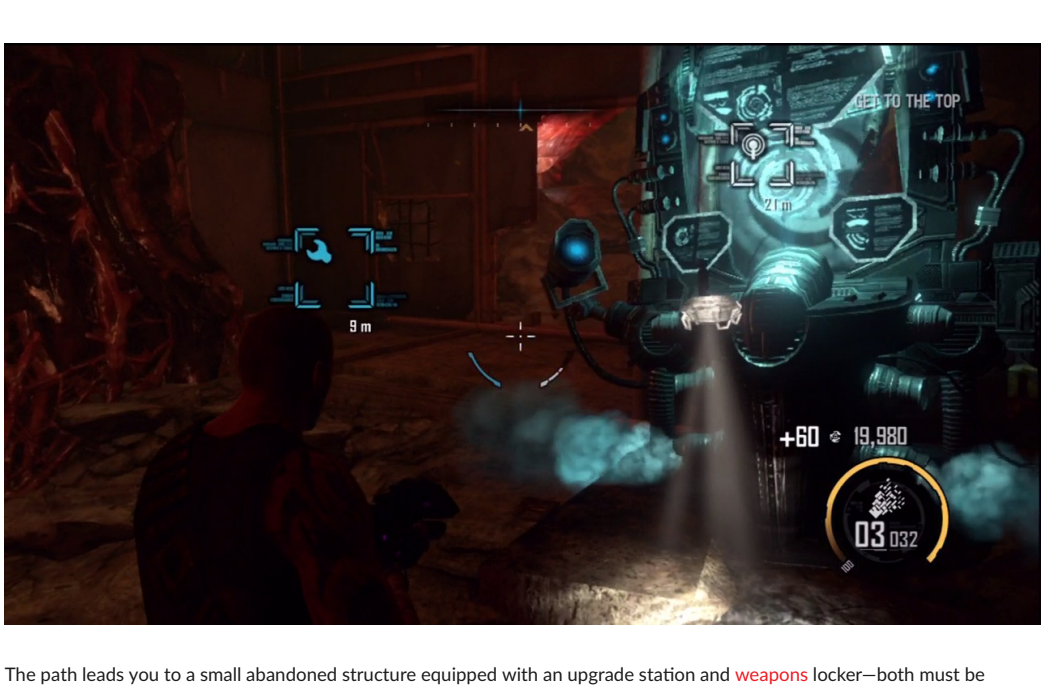
As you near the top of the chamber, you're attacked by more ravagers and a behemoth. The ravagers spawn from a few pods ahead, but it's difficult to target them without exposing yourself to the behemoth. Try to ignore the ravagers for now while engaging the behemoth. Initially, keep your distance from the behemoth and try to land as many rocket hits as possible.



The goal is to draw the behemoth away from the pods. Look for an opening and dart in to destroy the two pods. This greatly limits the ravagers you face during this fight. On a ledge above the pods is a monolith. The monolith makes it harder to kill the behemoth and the ravagers, so take it out, preferably while protected by a Shell. Finally turn your attention back to the behemoth and bring it down with more rockets. If you run out of rockets, the Nano Rifle is more than capable of finishing the job. Following the battle with the behemoth, scour the floor for ammo. By now you need all the ammo you can get.



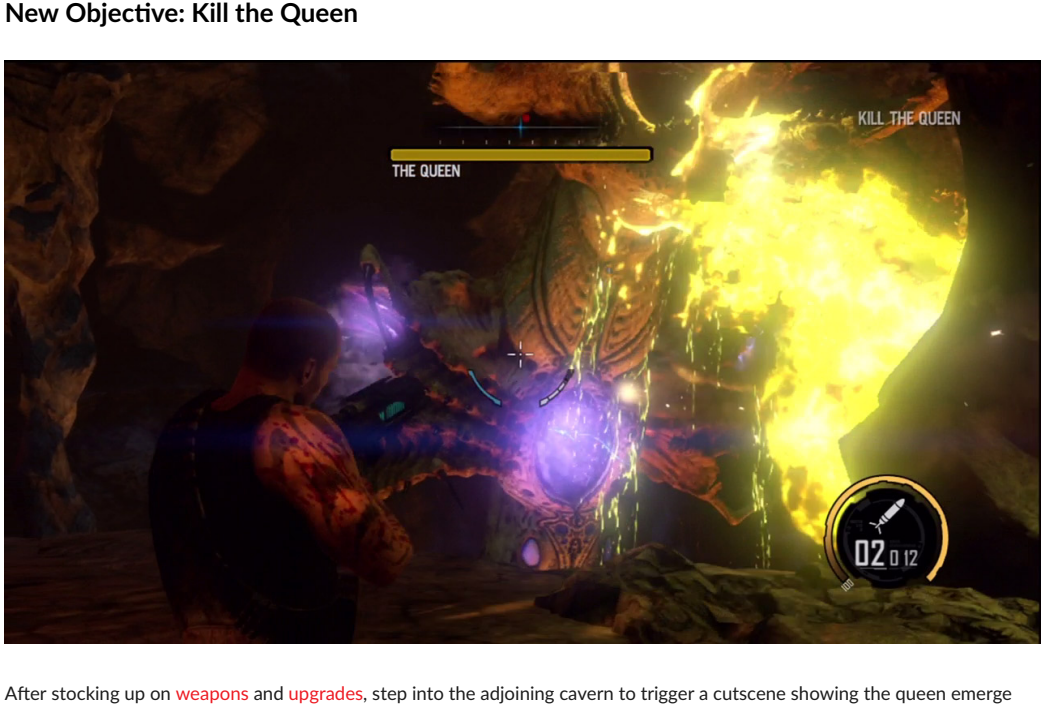
Gather more ammo along the path ahead while engaging more ravagers and creepers. You'll need the ammo to fight off a trio of berserkers ahead. As soon as these creatures come into view, open fire with the Rocket Launcher and deploy a Shell. This is one instance where the Reflective Shell upgrade is useful, causing the berserkers' fiery projectiles to bounce back at them. But pay close attention to your Shell—when it disappears, back away from the berserkers and be prepared to dive out of the way if they make a last-ditch charge in your direction before detonating. Once all three berserkers are eliminated, grab any nearby ammo and salvage, and then continue following the GPS markers.



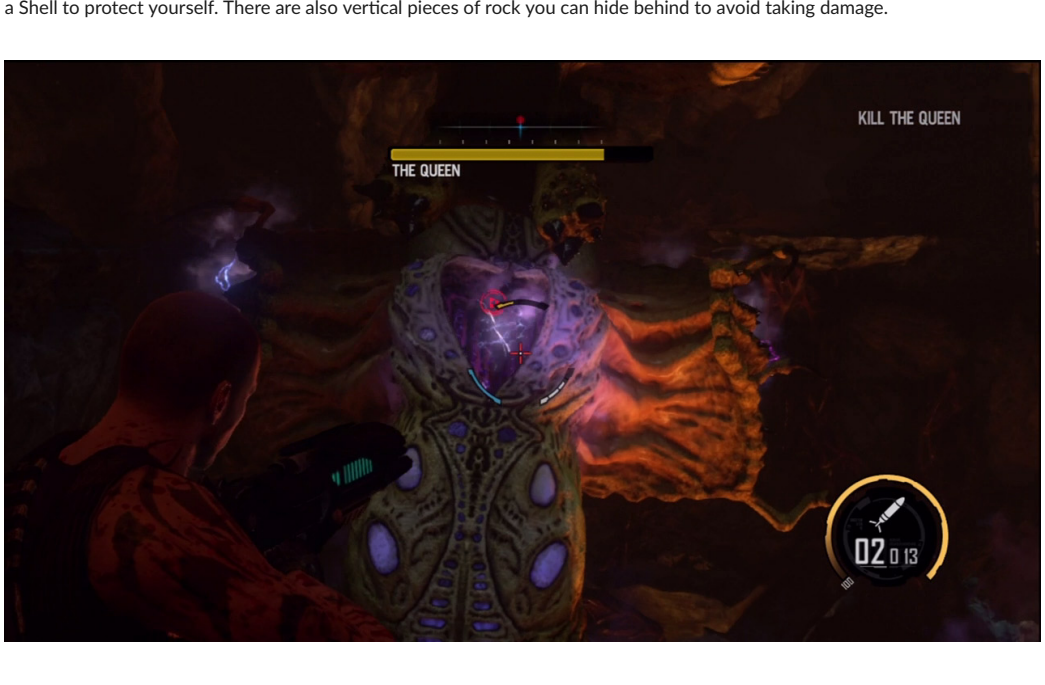
The path leads you to a small abandoned structure equipped with an upgrade station and weapons locker—both must be repaired before you can interact with them. This is your last chance to stock up on weapons and upgrades before the fight with the queen. At the upgrade station, make sure you own at least one variant of the Shell. Without at least the most rudimentary Shell upgrade, defeating the queen is extremely difficult. The Improved Explosives and Health Increase upgrades are also worthwhile if you have salvage to spare. At the weapons locker, choose the Rocket Launcher, Nano Rifle, Singularity Cannon, and Plasma Cannon. These weapons offer the right balance of firepower to bring down the queen and her guardians.

The Queen

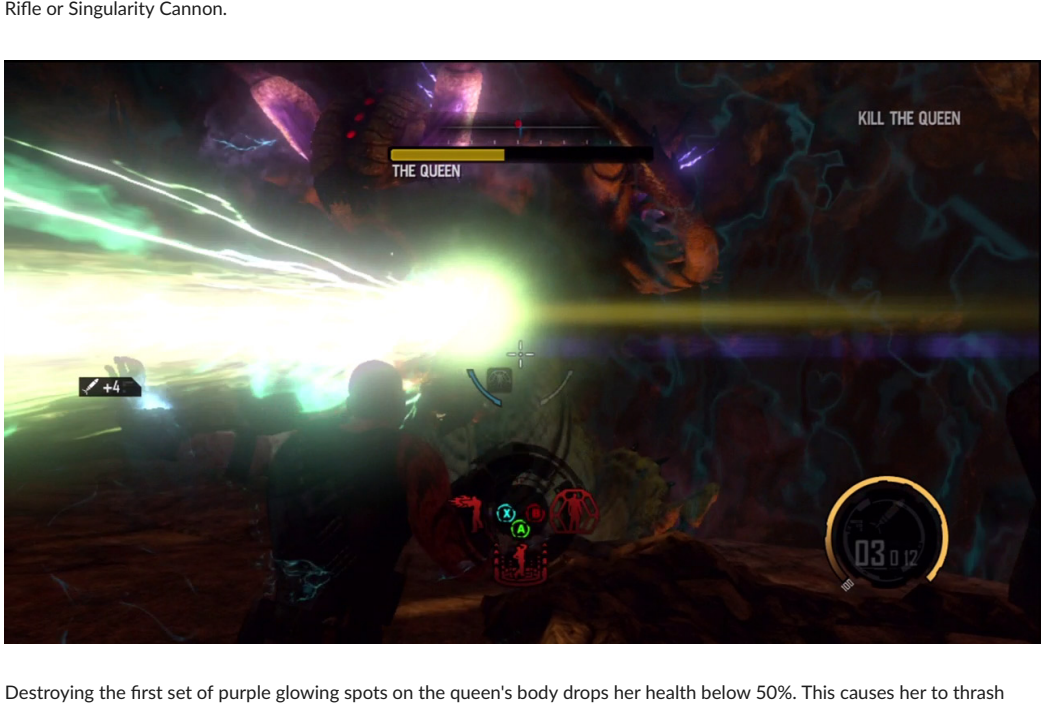
New Objective: Kill the Queen



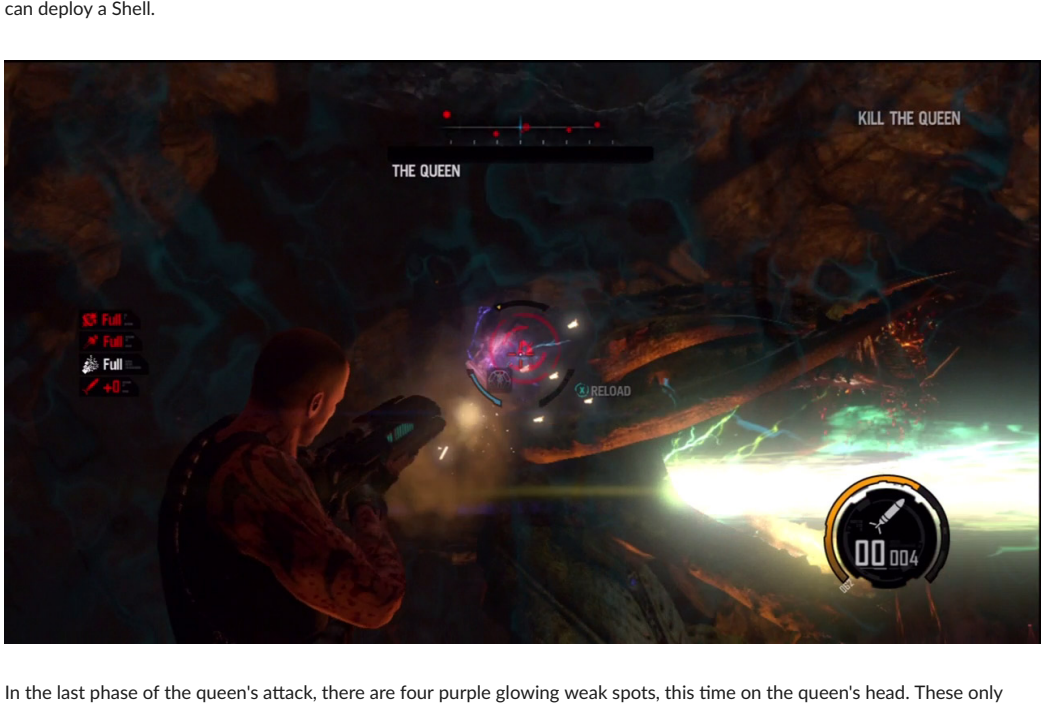
After stocking up on weapons and upgrades, step into the adjoining cavern to trigger a cutscene showing the queen emerge from a deep chasm. As you regain control, you find yourself on a ledge overlooking the massive pit. Move laterally along this ledge to avoid the queen's attacks. There's also ammo pick-ups scattered along this ledge, but avoid picking them up until you really need them. When the queen shoots fire from her mouth, move left or right to avoid getting torched. Alternatively, deploy a Shell to protect yourself. There are also vertical pieces of rock you can hide behind to avoid taking damage.



When the queen is at rest, your weapons inflict no damage, so don't waste your ammo. Instead, look for the purple glowing spots on her body when she attacks. Hitting these spots inflicts damage on the queen, depleting her health bar at the top of the screen. However, hitting these spots is difficult while evading her fiery attack. This is where the Rocket Launcher comes in handy. Simply aim in the general direction of the queen's weak spots to achieve a lock with the Rocket Launcher. Once fired, the rocket homes-in on the target and explodes, inflicting heavy damage. Initially there are three of these weak spots you must destroy, located on the queen's thorax. The central spot is easy to hit from any part on the ledge, but to hit the spots on the left and right, you may need to traverse to the outer extremes of the ledge to get an open shot. While engaging the queen, multiple ravagers appear on the opposite side of the cavern. Take a moment to clear out any nearby ravagers using the Nano Rifle or Singularity Cannon.



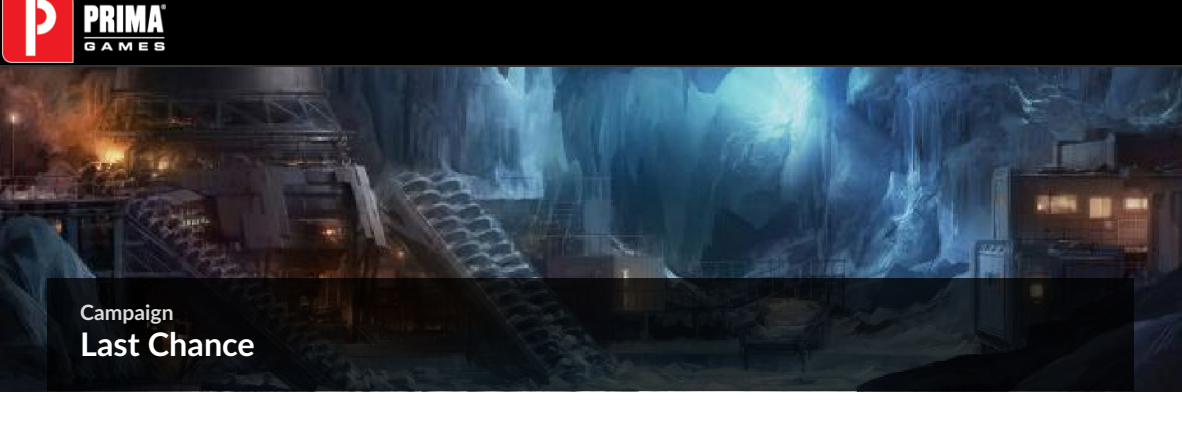
Destroying the first set of purple glowing spots on the queen's body drops her health below 50%. This causes her to thrash about wildly, destroying the vertical pieces of rock on the ledge, denying you all cover. The queen disappears momentarily, diving into the chasm—but don't let your guard down. When she pops back up, she emits a blinding energy beam from her mouth. The beam pans along the length of the ledge, giving you no way to escape. However, deploying a Shell can protect you from this devastating energy blast. Remain within the Shell until the beam passes your position. The queen continues this same attack throughout the duration of the battle. Pay close attention to where she emerges and stay away from the beam until you can deploy a Shell.



In the last phase of the queen's attack, there are four purple glowing weak spots, this time on the queen's head. These only appear when the queen attacks, firing the massive energy beam from her mouth. Using the Rocket Launcher, lock on to these targets and destroy them. The queen's two nostrils, in the center, are easiest to hit—fire at them while within the protection of the Shell. But the spots on the right and left sides of the queen's head are a bit trickier to hit. As the queen pans her head to the left, move to the right and target the spot on the right side of her head. Then when she pans her head to the right, move to the left and hit the spot on the left side of her head. Once the energy beam has passed your position, feel free to leave the confines of the Shell to acquire the necessary angles to hit these weak spots. Destroying these three spots reduces her health to zero, causing the queen to thrash about violently before collapsing. But the fight isn't over just yet. . .

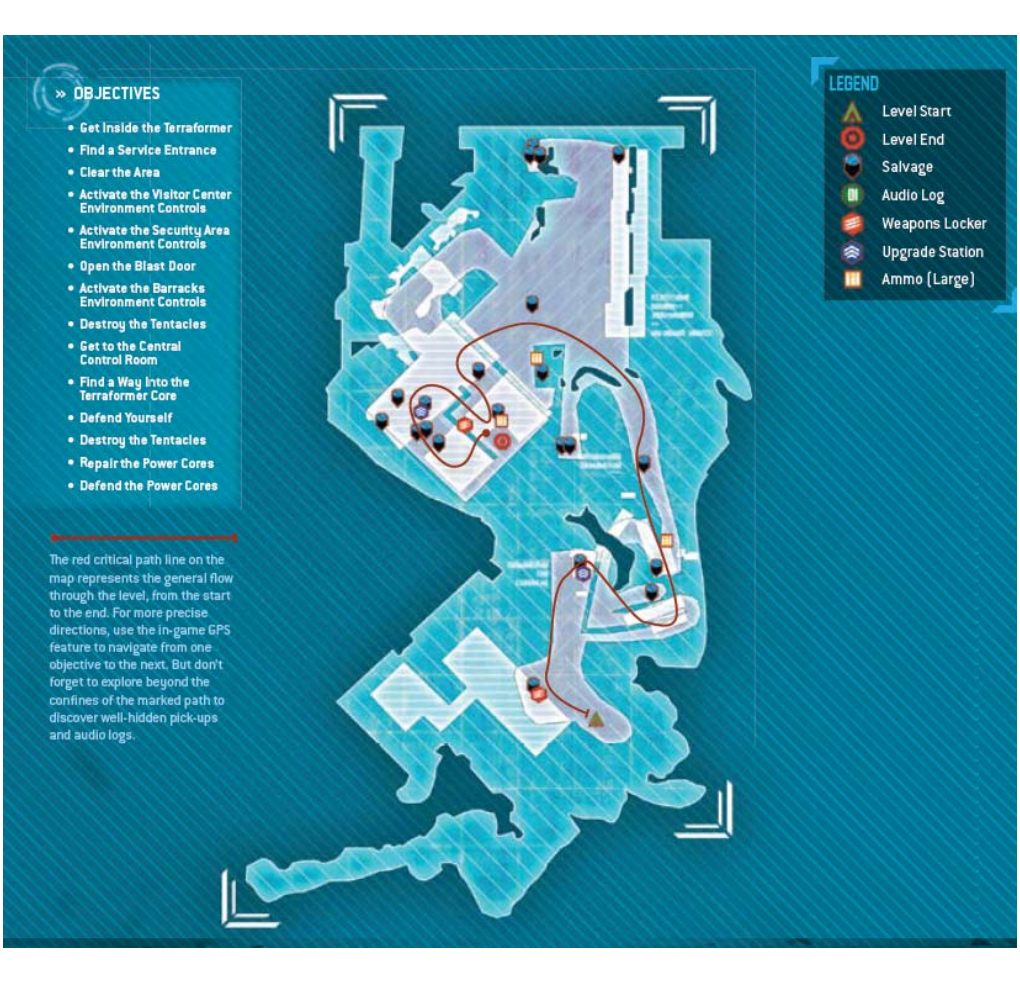
One Big Ugly Motha...

This achievement/trophy is automatically unlocked immediately following the battle with the queen.

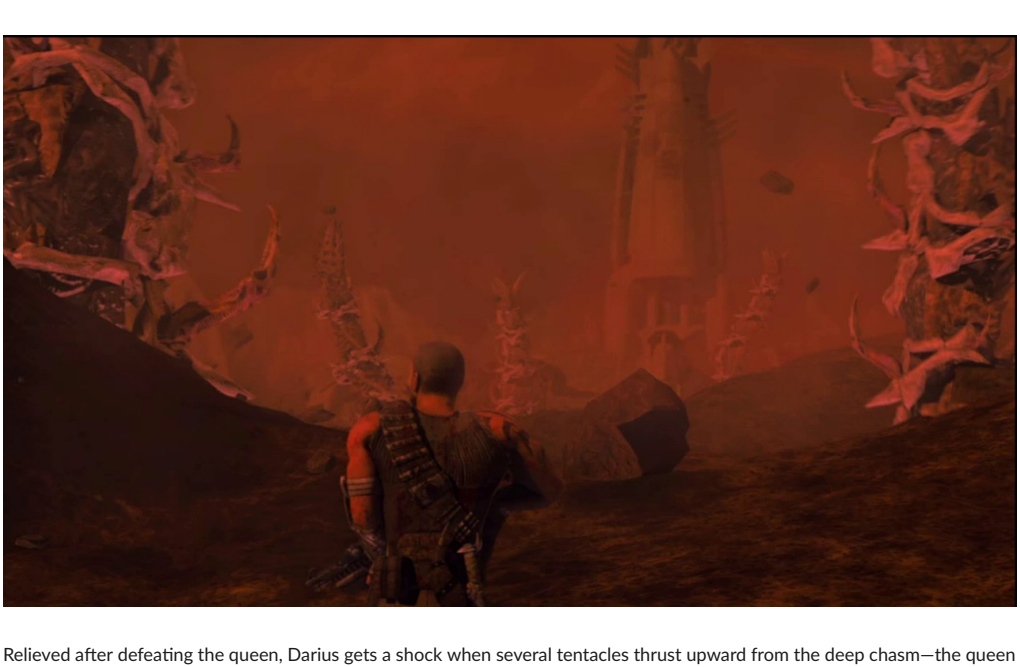


Campaign

Last Chance



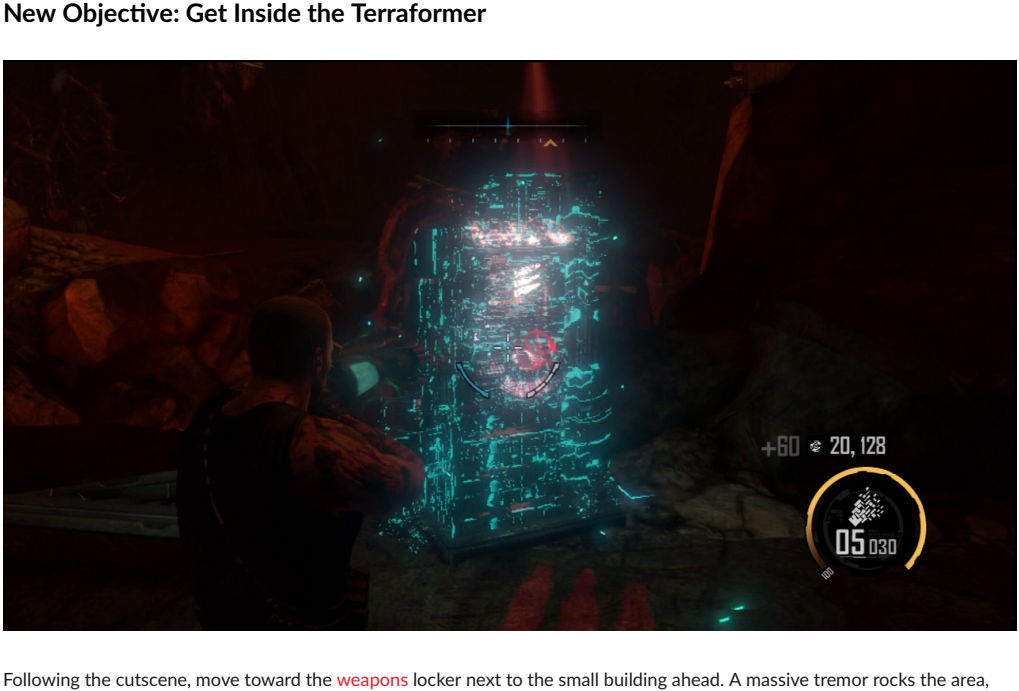
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.



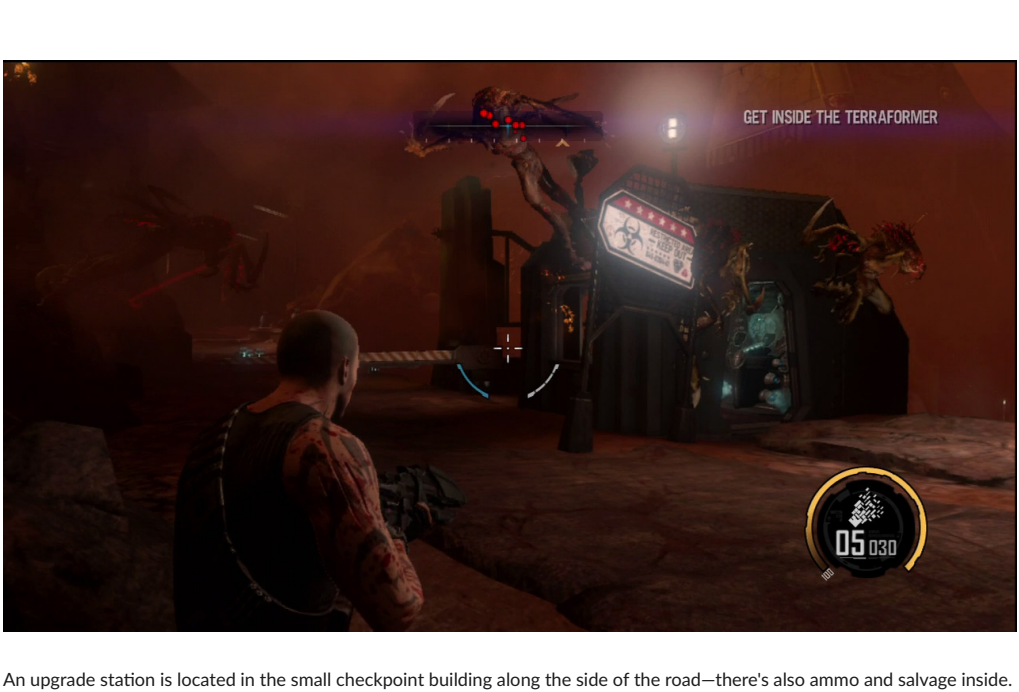
Relieved after defeating the queen, Darius gets a shock when several tentacles thrust upward from the deep chasm—the queen isn't dead just yet. S.A.M. reports that the heavily ionized atmosphere allows the aliens to thrive. However, an Earth-like atmosphere would kill them quickly. S.A.M. suggests reconstructing the Terraformer's machinery. Realizing the Nano Forge can repair the Terraformer, Darius grabs hold of an ascending tentacle and rides it to the surface, emerging just outside the long-abandoned Terraformer facility.

Icon	Name	Description	Gamerscore	Trophy
	Lock and Load	Keep Berserk active for at least 21 seconds in one use.	20	Bronze
	Martian Can Opener	Buy every upgrade.	40	Silver
	Breathe Easy	Put an end to the threat, once and for all.	30	Silver
	That Coulda Gone Better	Finish the Single Player game on Hard Difficulty.	30	Silver
	I Need a Nap	Finish the Single Player game on Insane Difficulty.	75	Gold

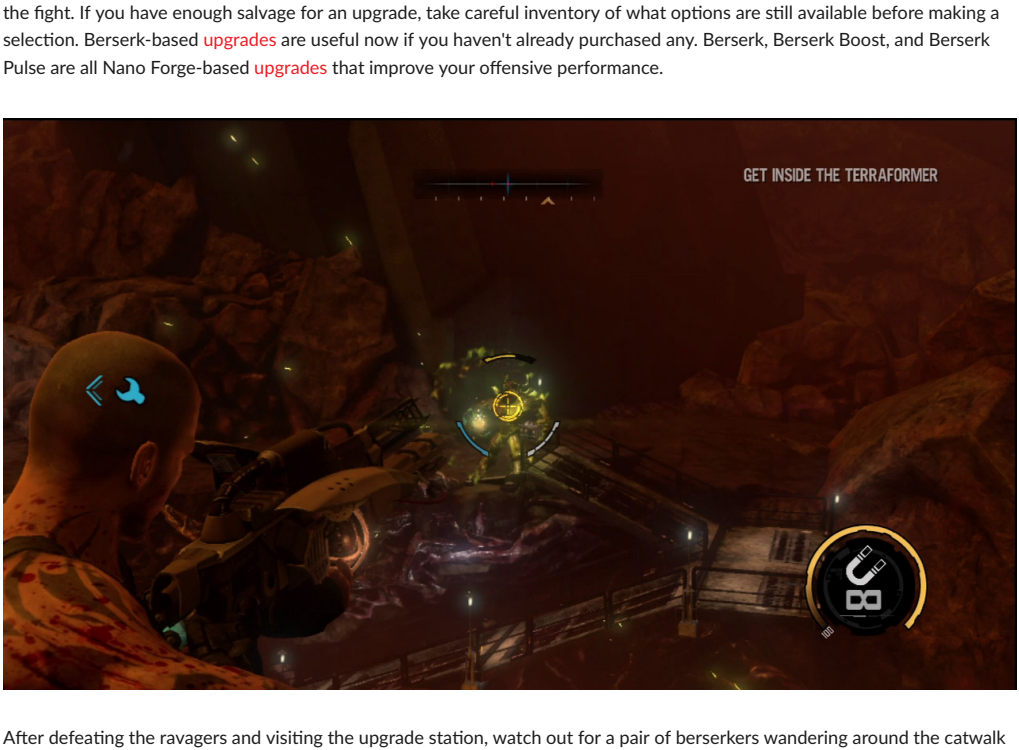
New Objective: Get Inside the Terraformer



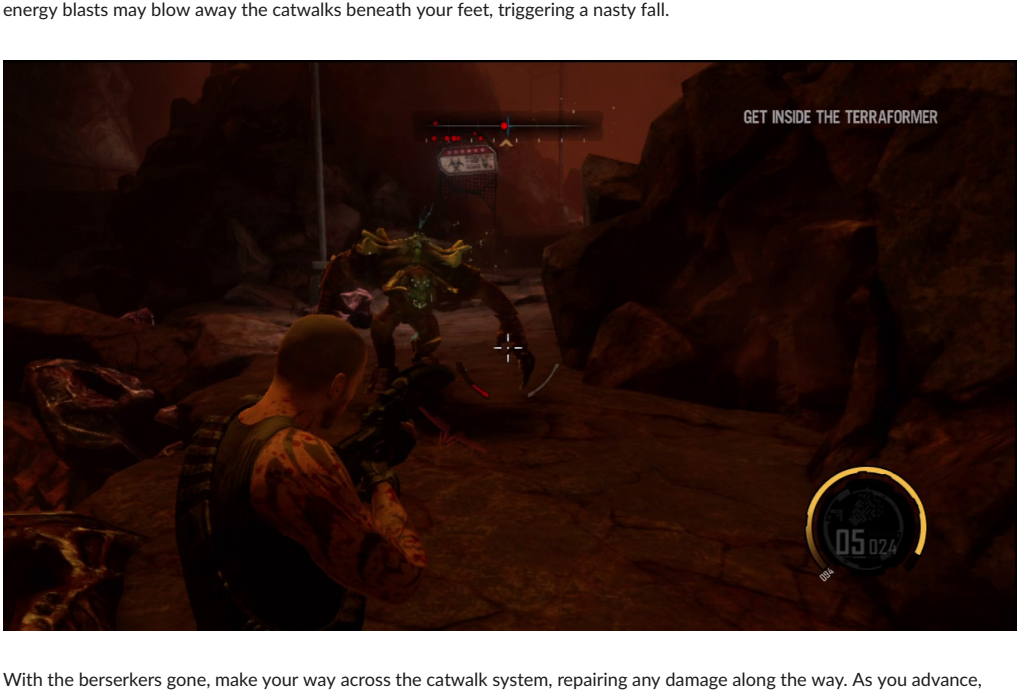
Following the cutscene, move toward the weapons locker next to the small building ahead. A massive tremor rocks the area, severely damaging the structure and weapons locker. A massive hole in the ground also impedes your path to the Terraformer. Repair the weapons locker and adjust your load-out in any way you see fit. The Nano Rifle and Rocket Launcher are still great choices—the Magnet Gun and Pulse Grenade can come in handy too. As you advance and conduct your repair work, S.A.M. reports that the closest entry point to the Terraformer is through the visitor center. Once you've grabbed the weapons you want, search the immediate area and nearby path for salvage and ammo while following the GPS markers toward the facility.



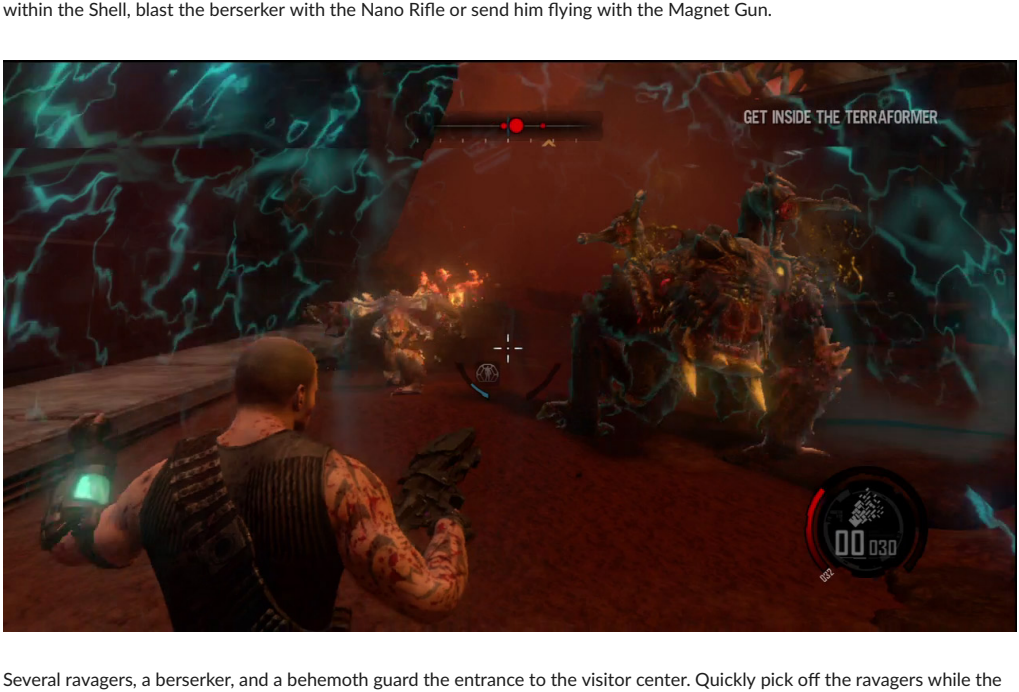
An upgrade station is located in the small checkpoint building along the side of the road—there's also ammo and salvage inside. Shortly after entering the building, you're jumped by several ravagers. Step outside, deploy a Shell, and commence the attack. The ravagers don't pose a huge threat, but there are several surrounding you. Use the compass to locate and target each one. When the area is clear, return to the building and access the upgrade station—it may need to be repaired if it was damaged in the fight. If you have enough salvage for an upgrade, take careful inventory of what options are still available before making a selection. Berserk-based upgrades are useful now if you haven't already purchased any. Berserk, Berserk Boost, and Berserk Pulse are all Nano Forge-based upgrades that improve your offensive performance.



After defeating the ravagers and visiting the upgrade station, watch out for a pair of berserkers wandering around the catwalk system below. If you have the Magnet Gun, use it to toss the berserkers around until they explode. Or better yet, simply drop them into the lava below. It's important to take out both of these berserkers before crossing the catwalks, otherwise their energy blasts may blow away the catwalks beneath your feet, triggering a nasty fall.



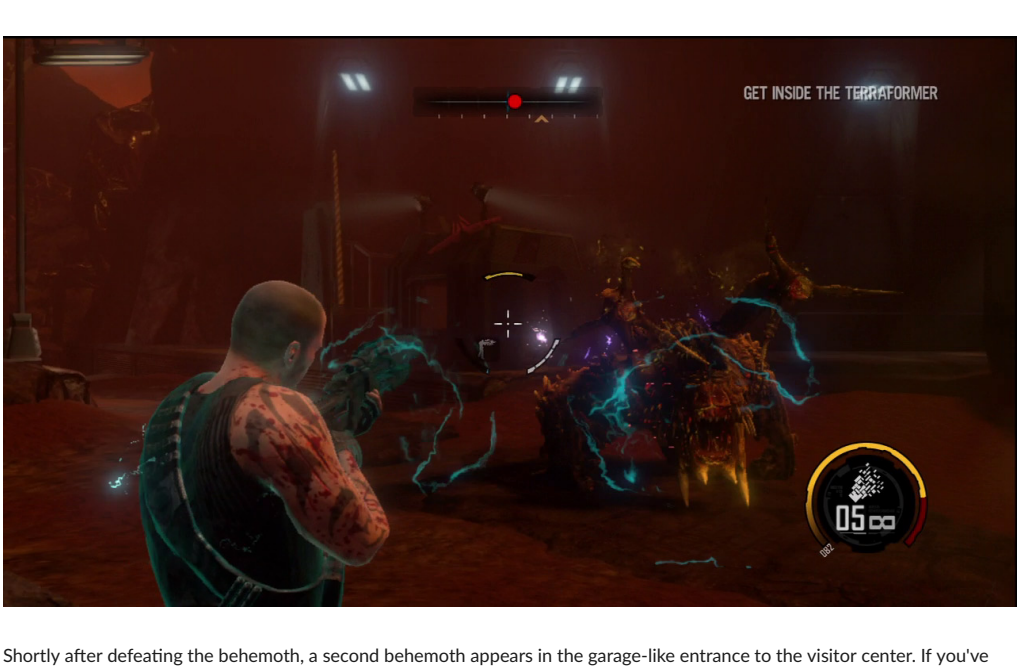
With the berserkers gone, make your way across the catwalk system, repairing any damage along the way. As you advance, more ravagers attack. Instead of stopping on a catwalk, wait until your feet are on solid soil before attacking these enemies. Once you've found a safe place to stand, deploy a Shell and eliminate all ravagers in the area before continuing. The Pulse Grenade works well in this area as it allows you to kill the ravagers without damaging the catwalks. Climb the stairs at the end of the catwalk system to reach a ledge, but be ready to deploy another Shell as a berserker comes charging at you. While within the Shell, blast the berserker with the Nano Rifle or send him flying with the Magnet Gun.



Several ravagers, a berserker, and a behemoth guard the entrance to the visitor center. Quickly pick off the ravagers while the berserker and behemoth lumber toward you. Dodge their initial attacks until you can find a good spot to deploy a Shell. Once behind the Shell, aggressively target the berserker first, blasting him with the Rocket Launcher or the Nano Rifle. If you don't take out the berserker early, it will be hard to defeat the behemoth. After defeating the berserker, focus your fire on the behemoth. There's plenty of space to maneuver here, making it relatively easy to dodge the behemoth's attacks. Stay on the move and keep hitting the behemoth until he finally falls to the ground. But don't pat yourself on the back just yet. . .

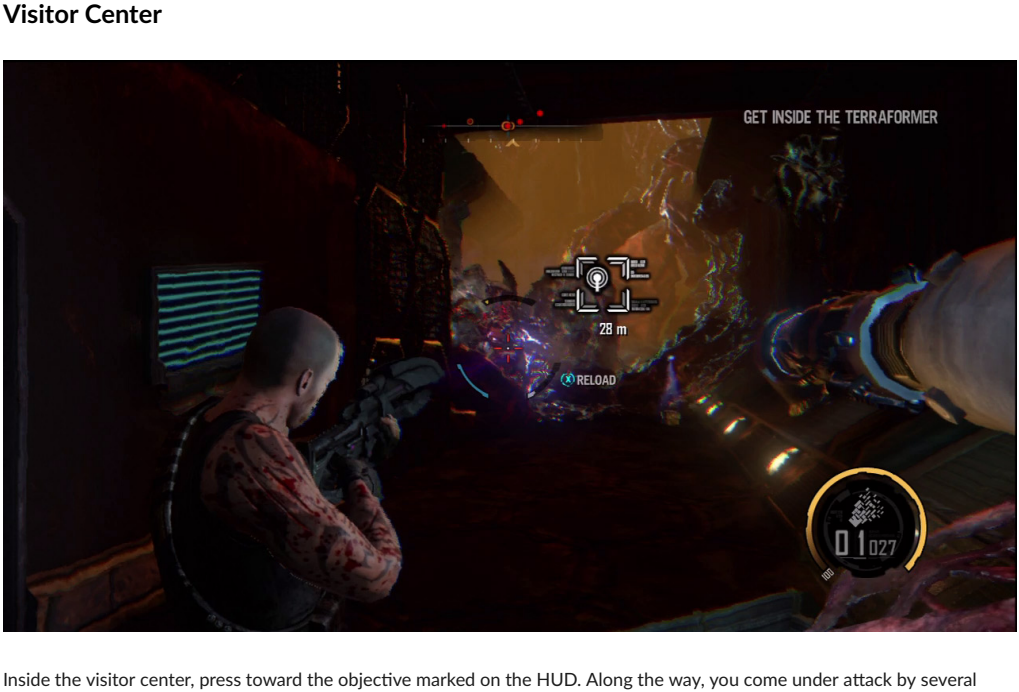
Lock and Load

In the fights with the behemoth, use the Nano Forge's Berserk capability. While Berserk is active, avoid the behemoth's charge and projectile attacks to prolong the ability's deployment. If you can keep Berserk active for 21 seconds or longer, you unlock this achievement/trophy. If you miss it here, there are plenty more opportunities to unlock this one inside the Terraformer facility.



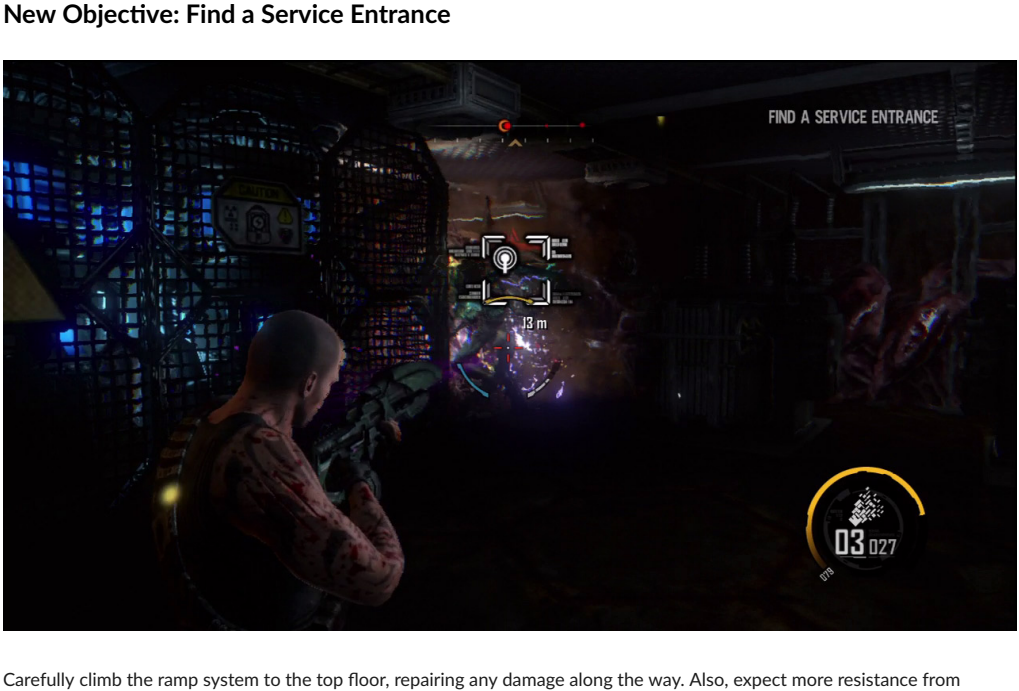
Shortly after defeating the behemoth, a second behemoth appears in the garage-like entrance to the visitor center. If you've already defeated the ravagers in the area, taking down this behemoth isn't that difficult. As soon as you spot the creature, open fire and let him come to you. Instead of hiding behind a Shell, activate Berserk and open fire. If you have the tier 4 Berserk Pulse upgrade, you have unlimited ammo. Berserk also increases damage output as well as your weapon's rate of fire. With Berserk active, the Nano Rifle quickly depletes the behemoth's health. Just remember to dive out of the way when the creature charges in your direction. After defeating the behemoth, you're attacked by a wraith. Eliminate the wraith, then search the area for ammo and salvage before entering the visitor center.

Visitor Center



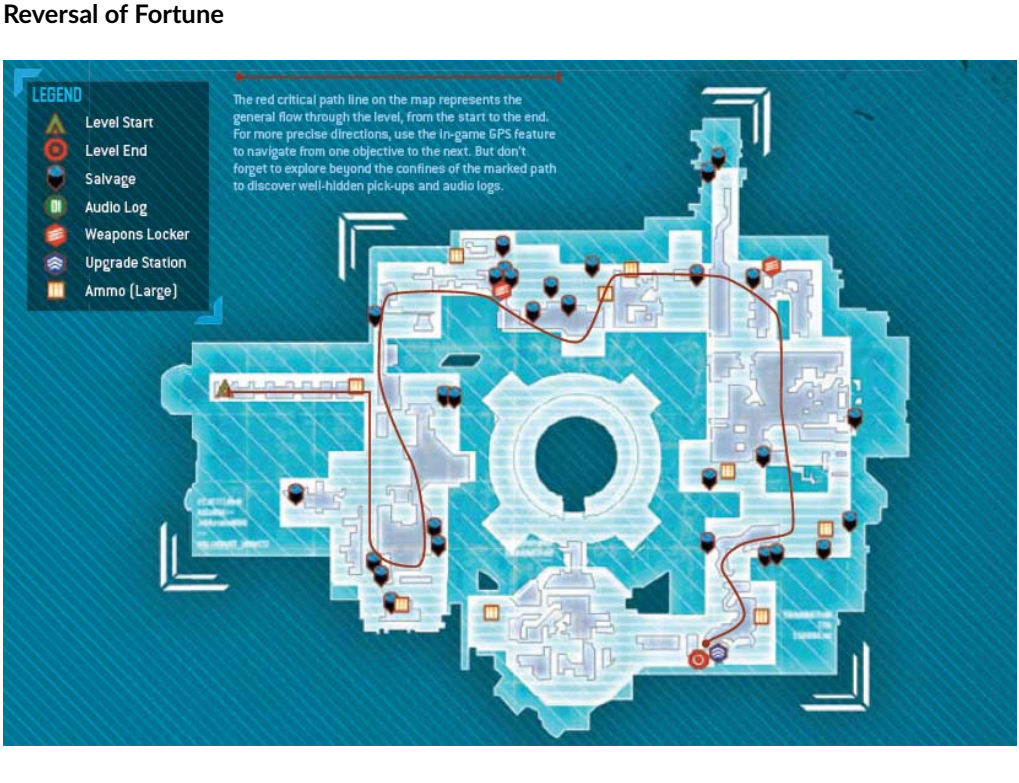
Inside the visitor center, press toward the objective marked on the HUD. Along the way, you come under attack by several ravagers and a wraith. Fight your way through the enemies on your way to the objective—there's also a weapons locker nearby. The ravagers spawn from several pods, so be sure to take them out to thin the resistance. As you near the objective, the path is blocked by infected growths—you'll need to find another way in. S.A.M. reports that there's an auxiliary entrance several floors above. Destroy the ravagers and the pods ahead, take a moment to access the upgrade station if you have salvage to spend, and then start climbing the ramp system to the left.

New Objective: Find a Service Entrance



Carefully climb the ramp system to the top floor, repairing any damage along the way. Also, expect more resistance from ravagers spawning from a pod ahead. As you approach the objective marker on the map, you're ambushed by two wraiths. Beat down the wraiths with melee strikes before they can disappear and then blast the pod, revealing a hatch on the wall. Once you've cleared out the room, interact with the hatch to trigger a cutscene. Darius throws open the hatch and crawls through the ventilation duct, accessing a new area of the facility.

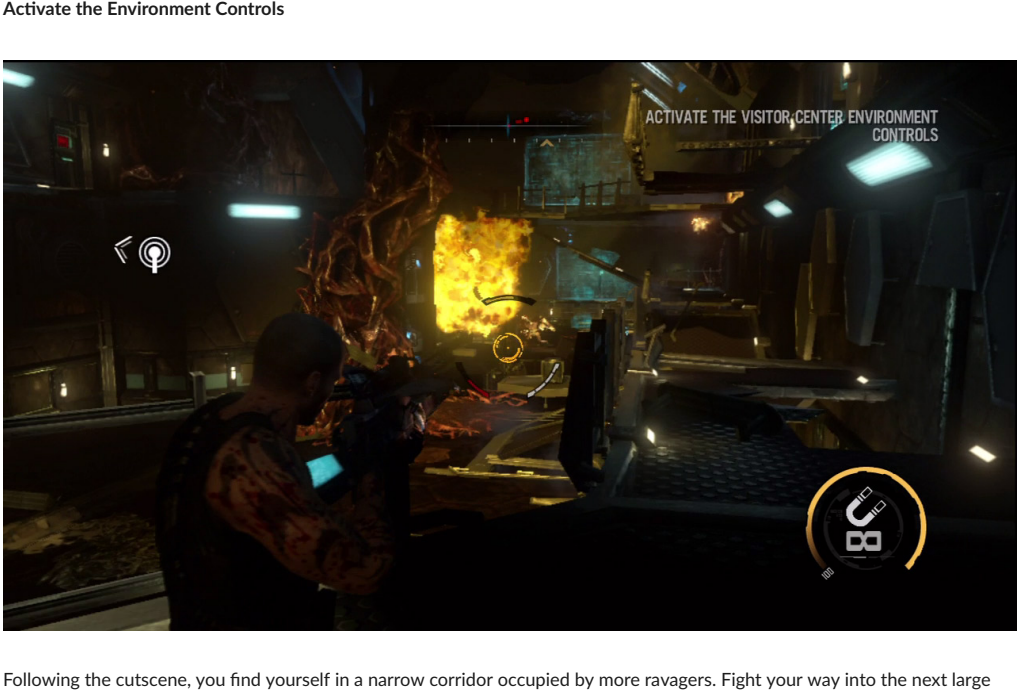
Reversal of Fortune



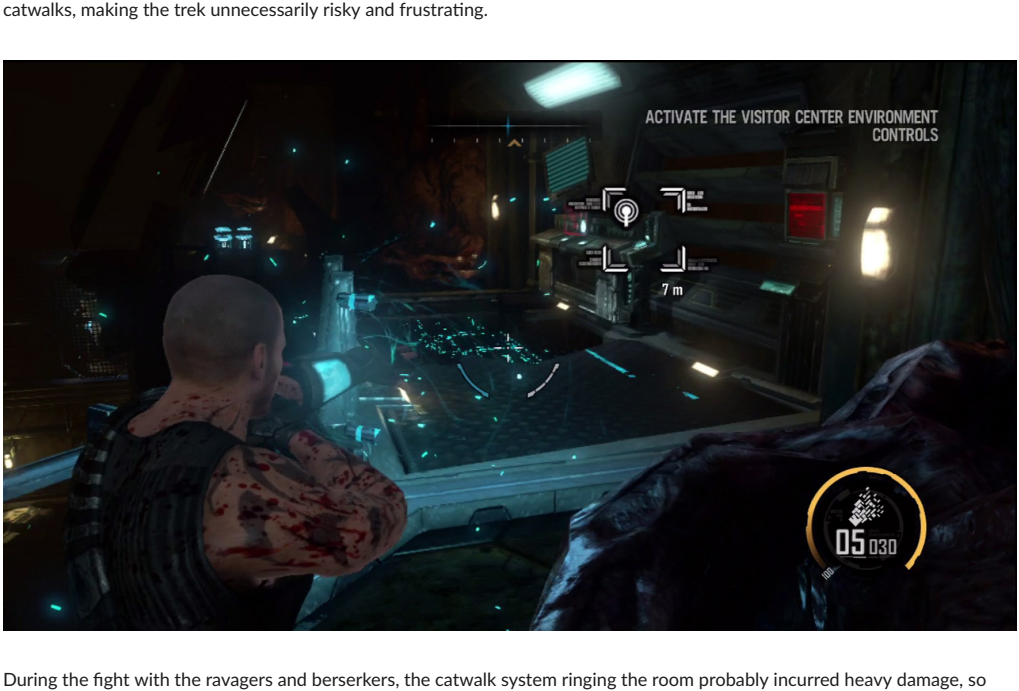
The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

New Objective:

Clear the Area
Activate the Environment Controls



Following the cutscene, you find yourself in a narrow corridor occupied by more ravagers. Fight your way into the next large room, where the alien infection covers the walls. S.A.M. informs you that the secondary units must come online before the Terraformer's core can be repaired. Descend the ladder on the left to the lower-level walkway. In addition to ravagers clinging to the walls, there are two berserkers on the floor below. Deploy a Shell and open fire on the berserkers, hitting them with the Rocket Launcher or Nano Rifle. Alternatively, use the Magnet Gun to toss them around the room until they explode. Don't even bother heading for the control panel until both berserkers are eliminated—their explosive attacks can destroy the catwalks, making the trek unnecessarily risky and frustrating.

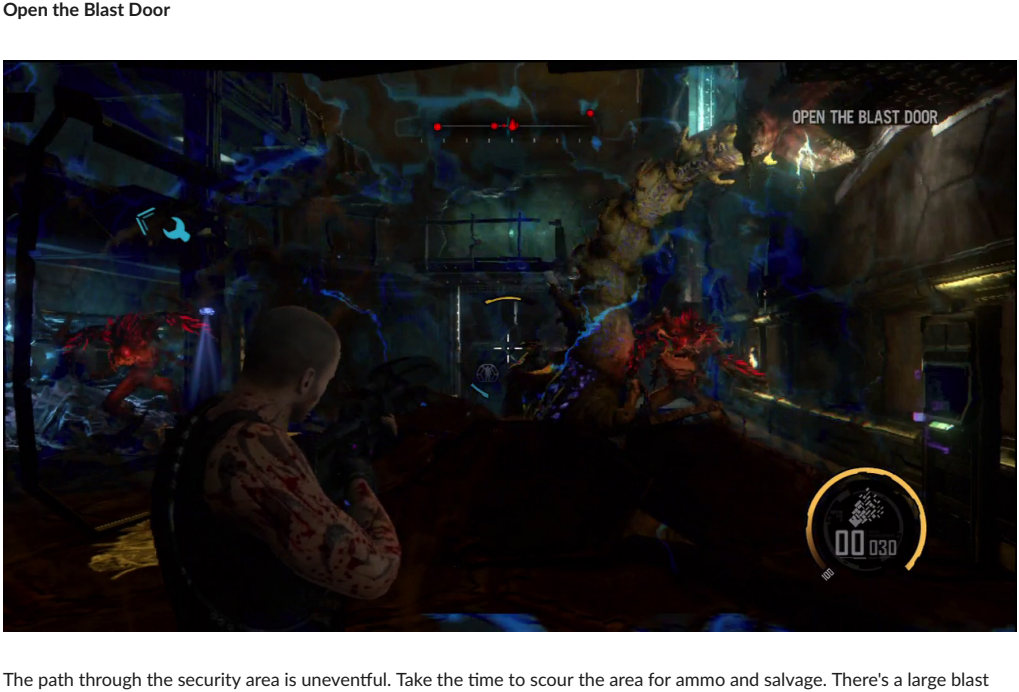


During the fight with the ravagers and berserkers, the catwalk system ringing the room probably incurred heavy damage, so repair the damaged walkways while advancing toward the environmental controls. If you get lost, activate the GPS markers to show you which way to go. Interact with the control panel to activate the support system, purging all environmental toxins—if any ravagers are left in the room, they automatically expire. Now that the visitor center's environment controls are active, it's time to get the others online. Follow the GPS markers down to the room's ground floor and pass through the automatic door leading to the security area.

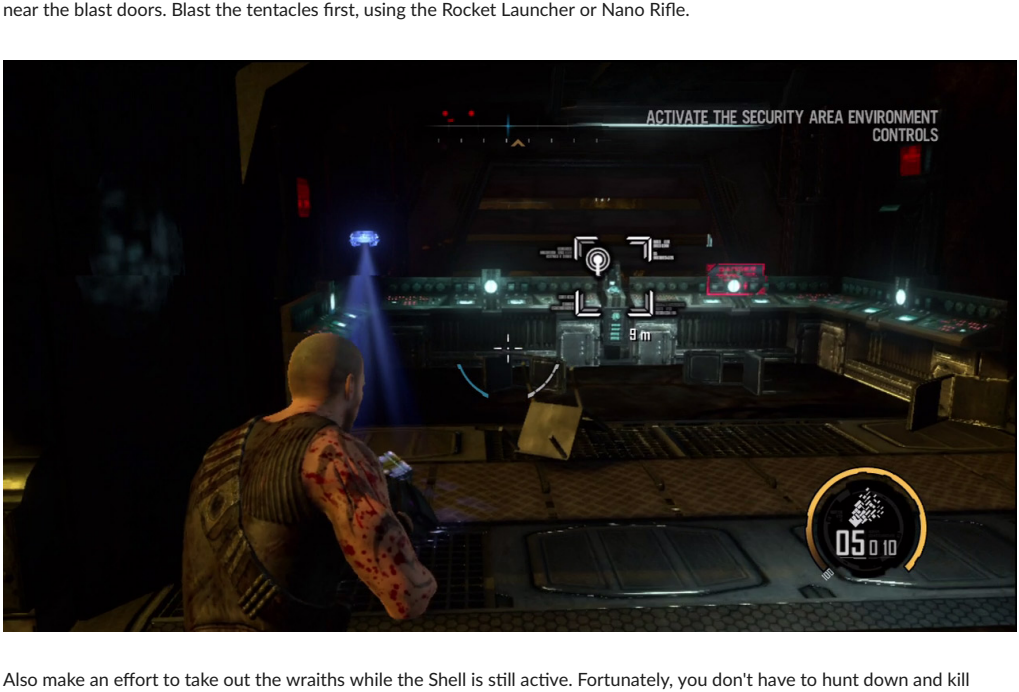
Security Area

New Objective:

Activate the Environment Controls
Open the Blast Door

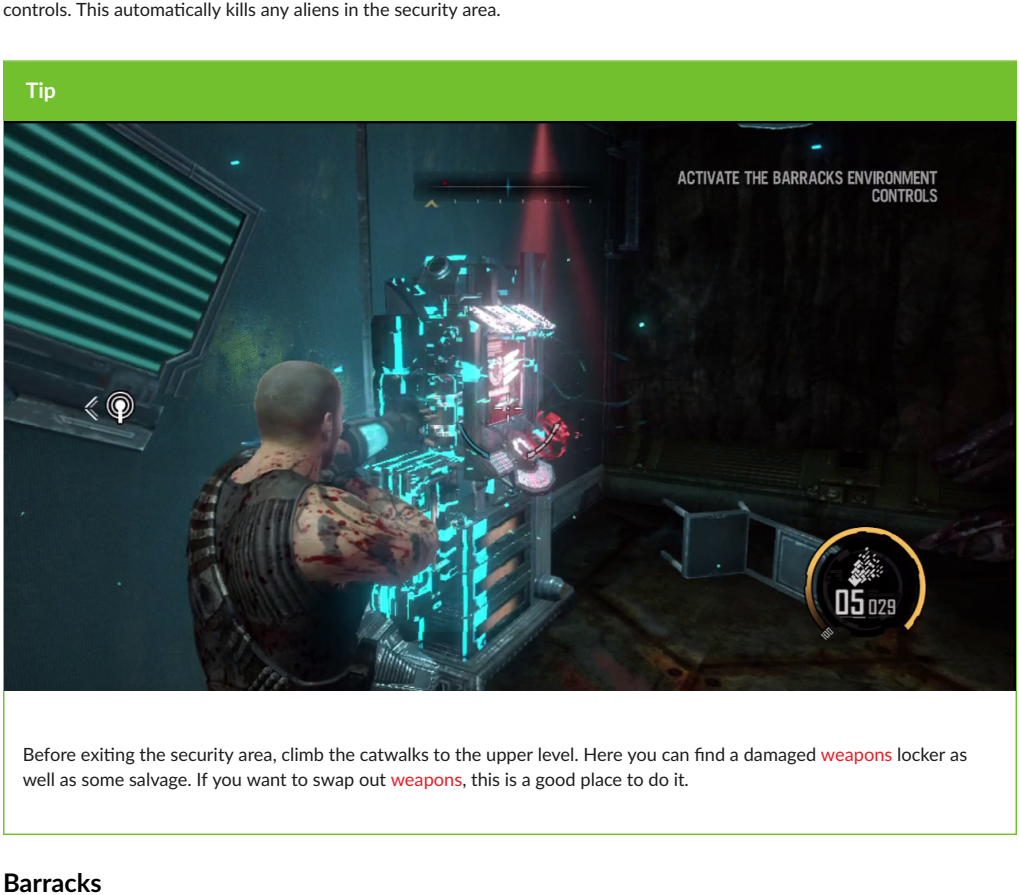


The path through the security area is uneventful. Take the time to scour the area for ammo and salvage. There's a large blast door blocking the area's environment controls. Interact with the switch to the right of the blast doors. But instead of the doors opening, all you hear is an error message stating the system is rebooting. At this moment you're flanked by a pair of tentacles while multiple ravagers, wraiths, and a couple of berserkers descend on your location. Hold your ground and deploy a Shell near the blast doors. Blast the tentacles first, using the Rocket Launcher or Nano Rifle.



Also make an effort to take out the wraiths while the Shell is still active. Fortunately, you don't have to hunt down and kill every alien. Once the blast doors open, rush inside the small control room and throw the switch to activate the environment controls. This automatically kills any aliens in the security area.

Tip

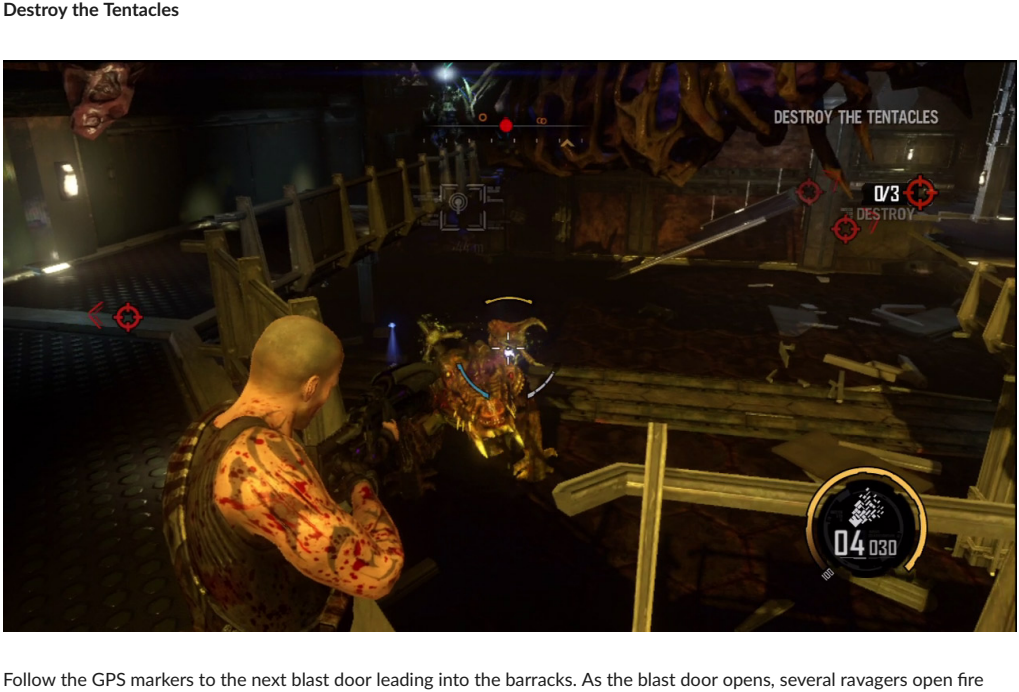


Before exiting the security area, climb the catwalks to the upper level. Here you can find a damaged weapons locker as well as some salvage. If you want to swap out weapons, this is a good place to do it.

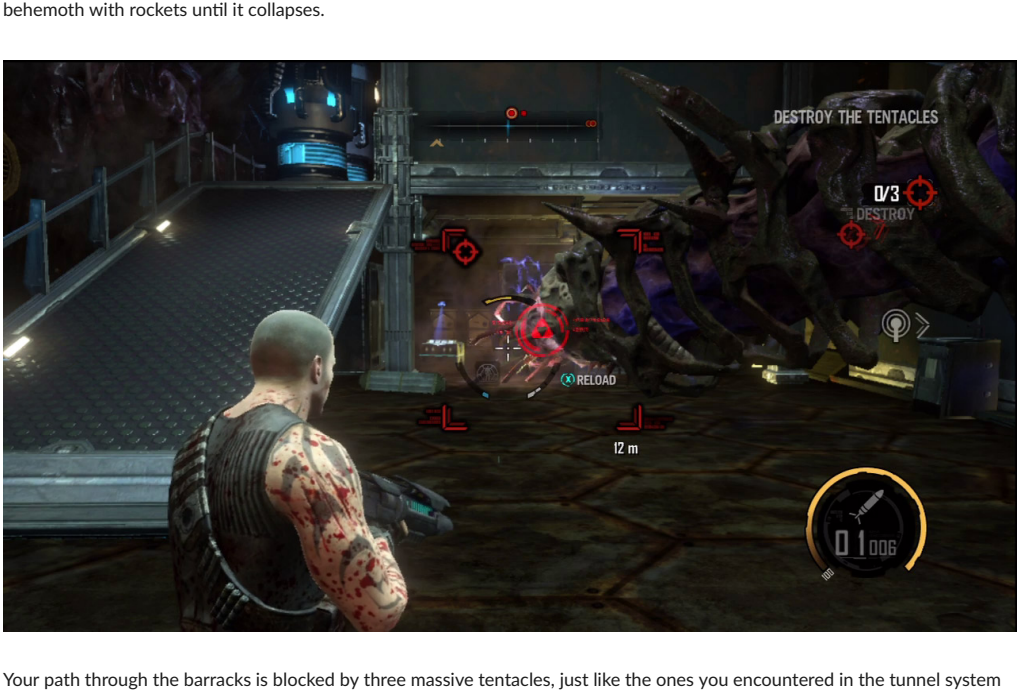
Barracks

New Objective:

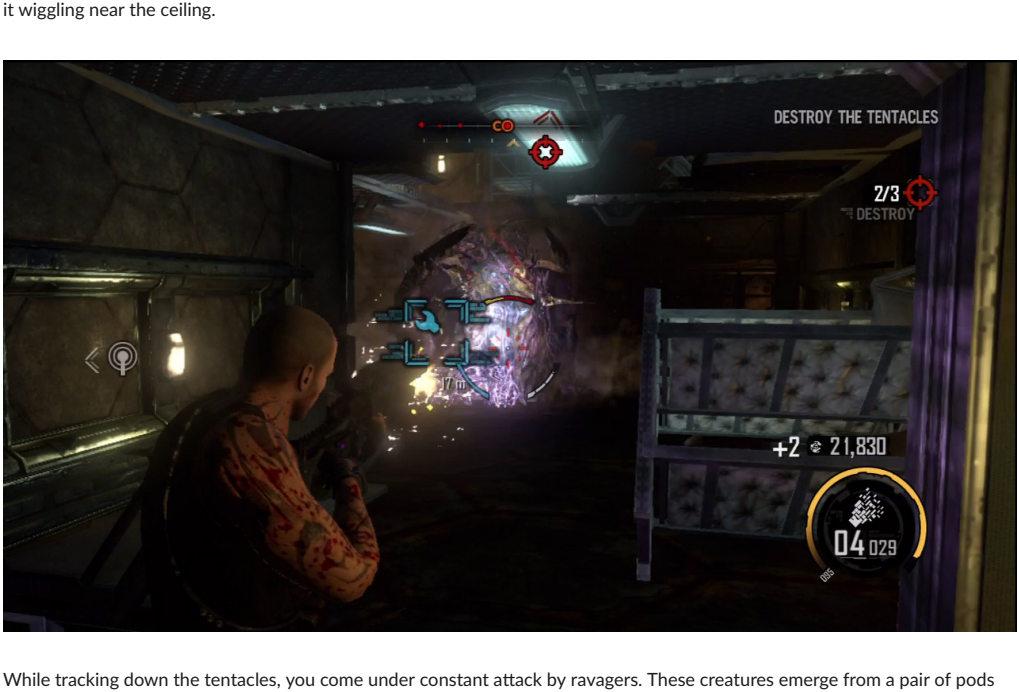
Activate the Environment Controls
Destroy the Tentacles



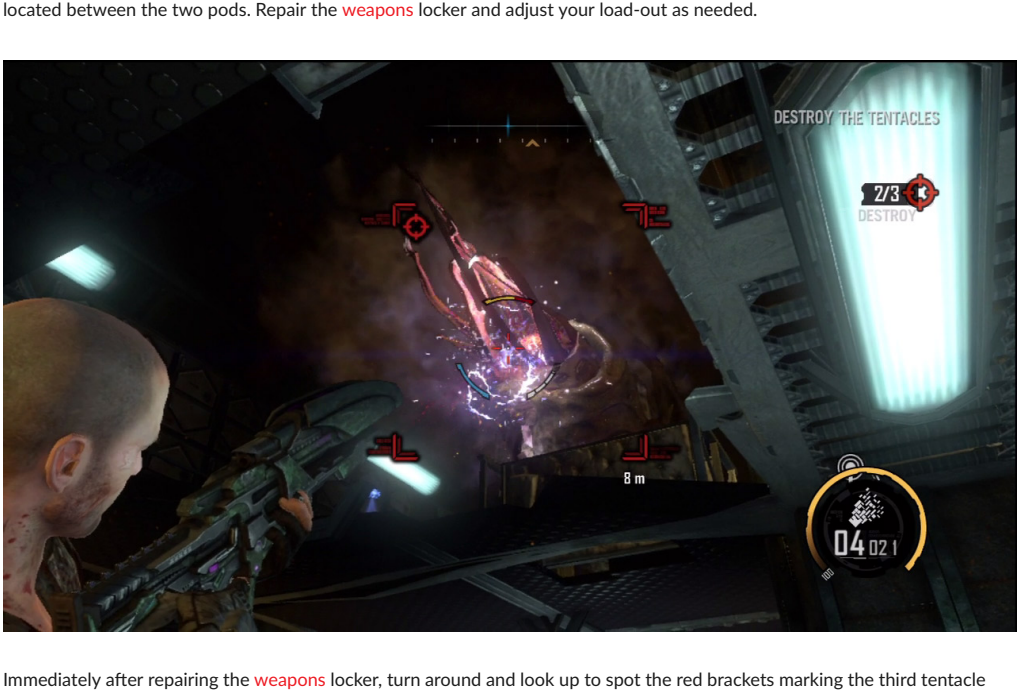
Follow the GPS markers to the next blast door leading into the barracks. As the blast door opens, several ravagers open fire from the adjoining room. But the ravagers are the least of your problems—a behemoth roams the lower floor in the next room. Once you've cleared out the ravagers, step onto the catwalk ringing the next room and fire down at the behemoth. While on the catwalk you're safe from the behemoth's charging attacks. However, these charging attacks may damage the catwalk system, causing you to fall and confront the behemoth face to face. If this occurs, deploy a Shell and aggressively attack the behemoth with rockets until it collapses.



Your path through the barracks is blocked by three massive tentacles, just like the ones you encountered in the tunnel system before reaching the queen's chamber. Track down and destroy the ends of these tentacles to clear a path. The first tentacle end is located on the bottom floor of this room where the behemoth roamed. Use the Rocket Launcher or Nano Rifle to destroy the end of this tentacle. The second tentacle end can be destroyed from the bottom floor of this room too. Simply look up to spot it wiggling near the ceiling.

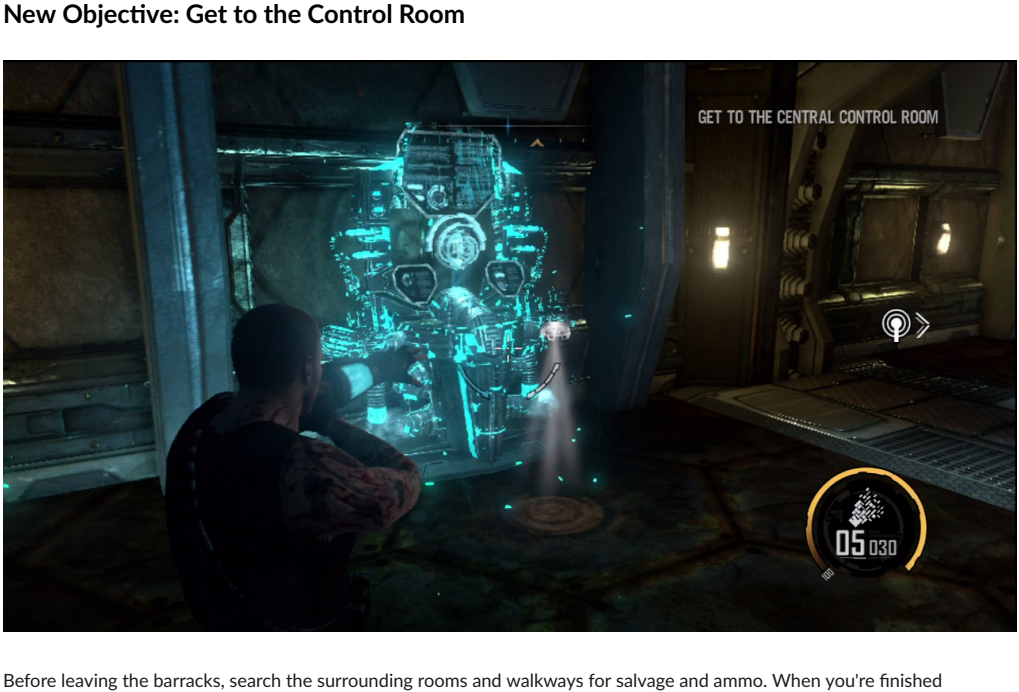


While tracking down the tentacles, you come under constant attack by ravagers. These creatures emerge from a pair of pods located within the barracks on the second level of this room. Before tracking down the third tentacle, take a detour into this room and destroy the pods as well as any ravagers they have hatched. This room also contains a damaged weapons locker, located between the two pods. Repair the weapons locker and adjust your load-out as needed.



Immediately after repairing the weapons locker, turn around and look up to spot the red brackets marking the third tentacle end. If the ceiling is in the way, simply blow it away using the Nano Rifle. This allows you to get a clear shot at the tentacle end. Destroying this tentacle clears a path to the environment controls. Follow the GPS markers downstairs to the small control room and then interact with the switch to restore the environment controls to the barracks. S.A.M. reports that all secondary units are now functioning. Now it's time to head for the core.

New Objective: Get to the Control Room

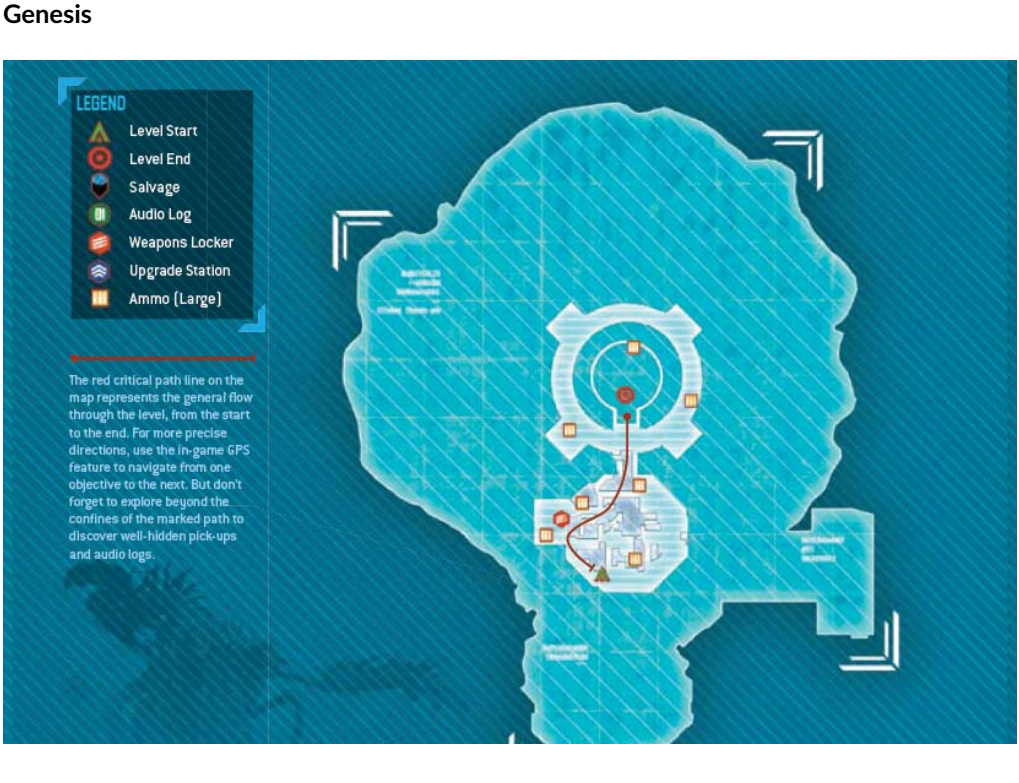


Before leaving the barracks, search the surrounding rooms and walkways for salvage and ammo. When you're finished scavenging, follow the GPS markers to another blast door. Before walking through, repair the upgrade station on the left and spend some of that salvage. This is the very last upgrade station you encounter in the campaign, so make your decisions carefully. For the final challenge you face ahead, defensive-based upgrades are the most effective. So if you don't already own every Shell upgrade, consider them now. Health Increase upgrades are also very helpful.

Martian Can Opener

If you've acquired enough salvage, buy every upgrade available to unlock this achievement/ trophy. This is your last chance!

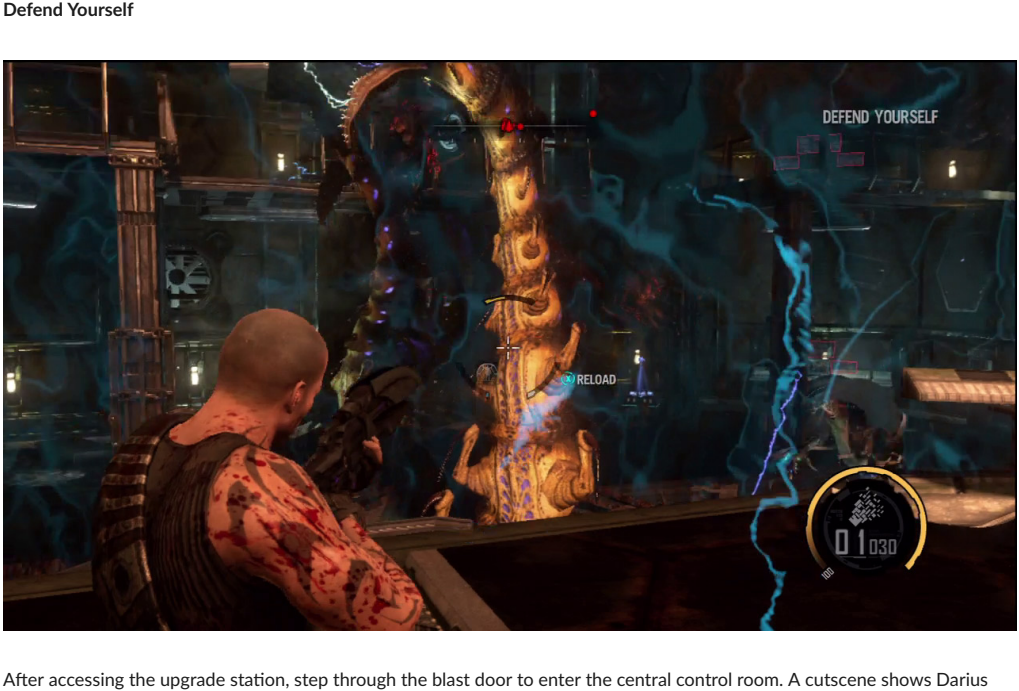
Genesis



The red critical path line on the map represents the general flow through the level, from the start to the end. For more precise directions, use the in-game GPS feature to navigate from one objective to the next. But don't forget to explore beyond the confines of the marked path to discover well-hidden pick-ups and audio logs.

New Objective:

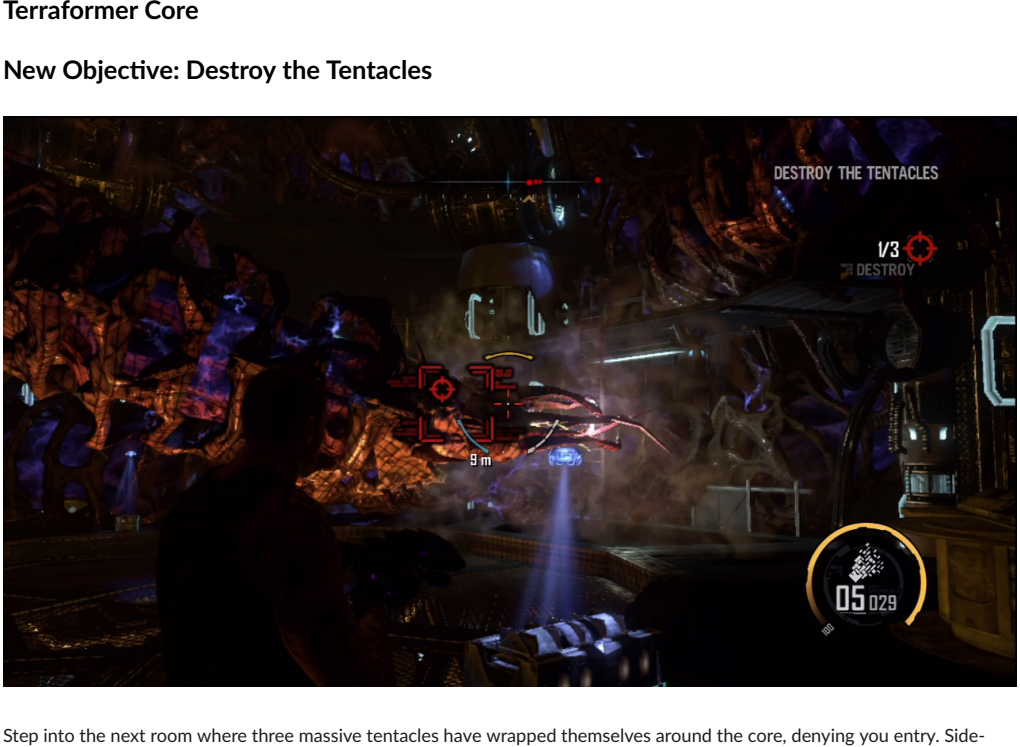
Find a Way Into the Core
Defend Yourself



After accessing the upgrade station, step through the blast door to enter the central control room. A cutscene shows Darius entering the room as several large tentacles surround the core in the next room. Before you can even attempt to reach the core, you must defend yourself against an alien onslaught. Immediately following the cutscene, a pair of tentacles sprout from the floor below. Deploy a Shell and hammer the tentacles with rockets. Even after killing the two tentacles, two more take their place. Keep your cool and continue firing rockets. If you run out, switch to your Nano Rifle. The tentacles pose the biggest threat, but don't let them distract you from the ravagers filling the room. While waiting for the Nano Forge to recharge, remain mobile and watch for more tentacles sprouting from the platform where you entered. As soon as the Nano Forge is recharged, deploy another Shell and hold your ground while blasting enemies. When the attack finally ends, take a moment to scour the room for ammo. There's also a weapons locker in an alcove on the left side of the room. Before moving out consider bringing along the Nano Rifle, Rocket Launcher, Pulse Grenade, and Singularity Cannon.

Terraformer Core

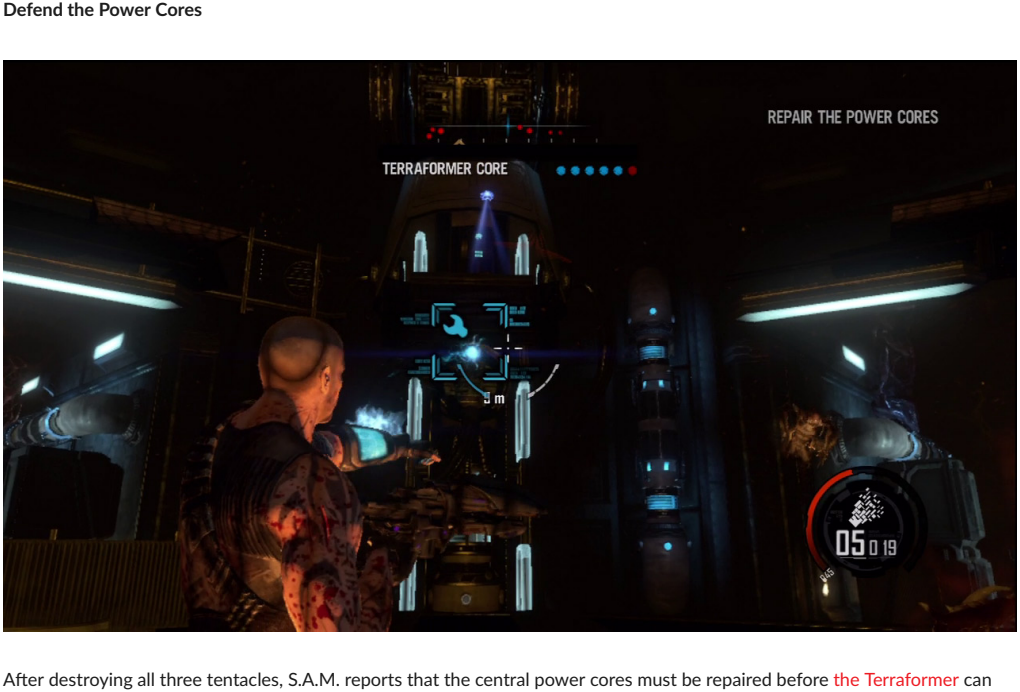
New Objective: Destroy the Tentacles



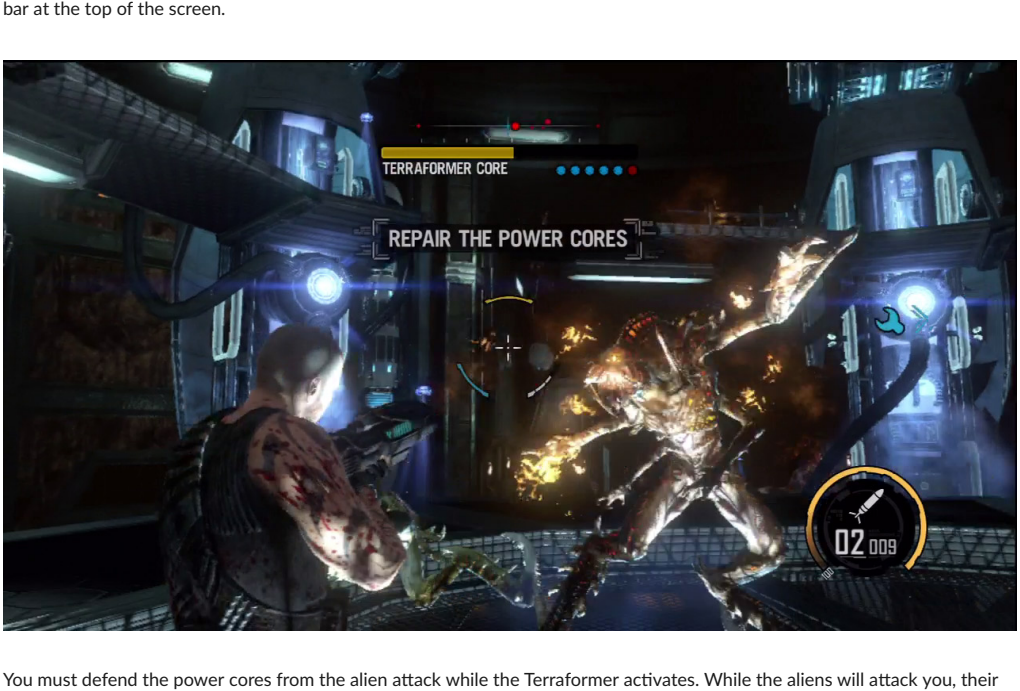
Step into the next room where three massive tentacles have wrapped themselves around the core, denying you entry. Side-step along the perimeter platform until you can catch a glimpse of the first tentacle end. Destroying this tentacle allows you to access the central platform. Once on the central platform, you can target the remaining two tentacle ends. One is located opposite the access ramp and the other is just above the platform. But as you target the tentacles, watch out for ravagers attacking from the room's perimeter.

New Objective:

Repair the Power Cores
Defend the Power Cores

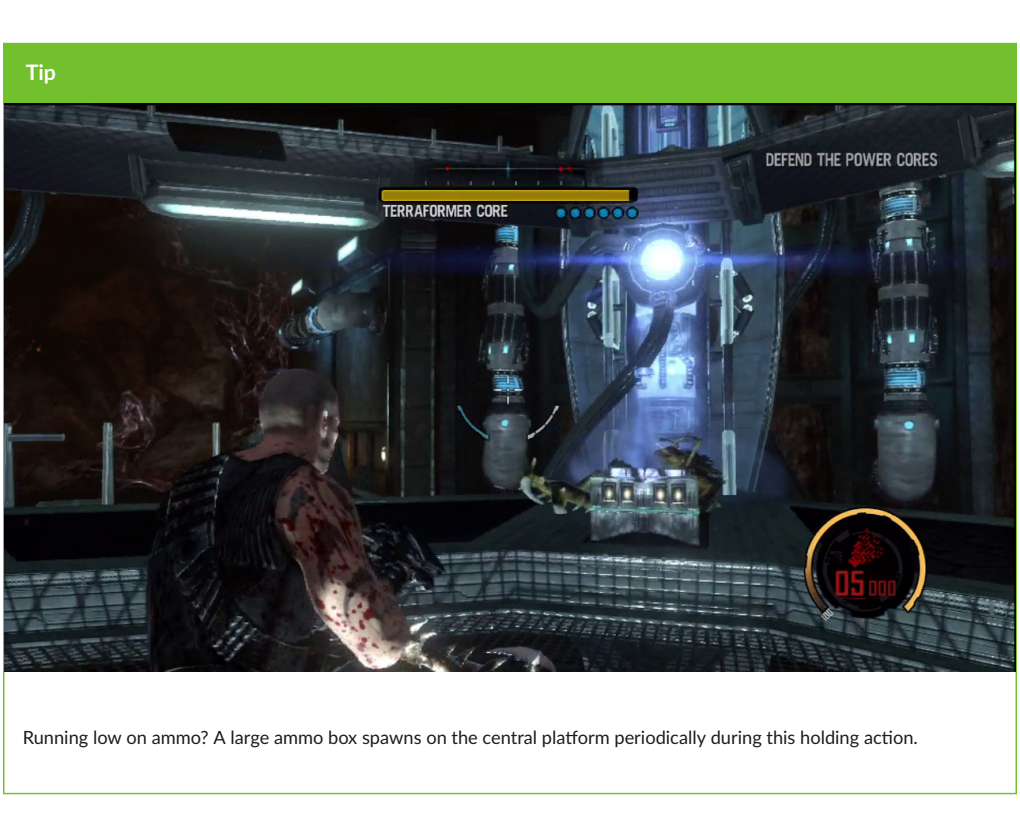


After destroying all three tentacles, S.A.M. reports that the central power cores must be repaired before the Terraformer can become operational. There are a total of six central power cores surrounding the central platform, each marked with blue brackets and a wrench icon on the HUD. Fire a repair grenade at all six of these core units to repair them. Once all six power cores are online, the Terraformer begins coming online. However, this takes a few minutes, as indicated by the yellow status bar at the top of the screen.

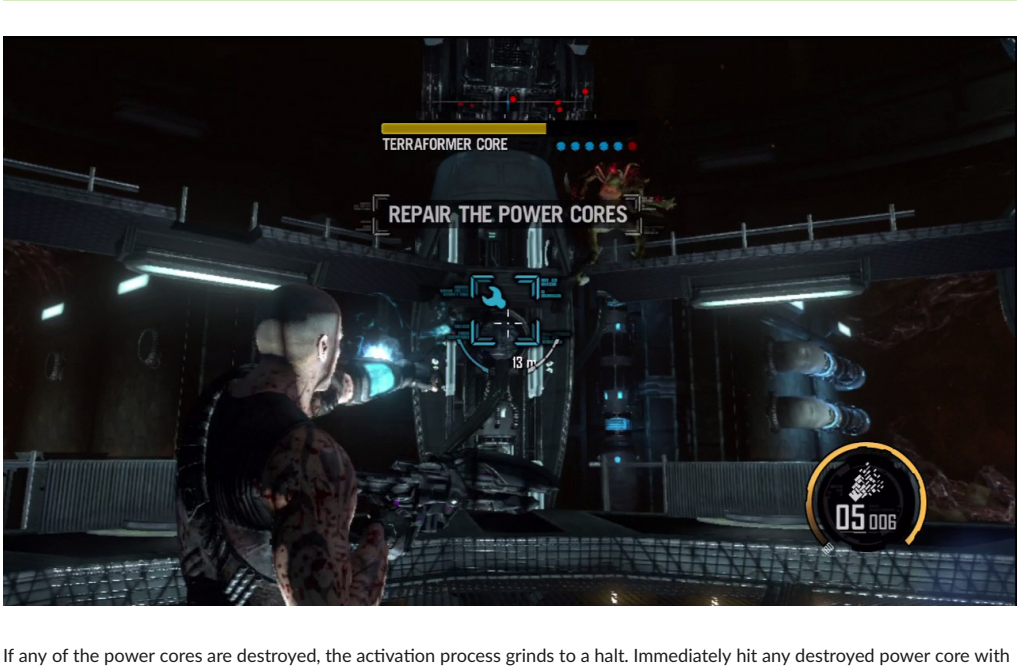


You must defend the power cores from the alien attack while the Terraformer activates. While the aliens will attack you, their main targets are the six power cores. Stay on the central platform and blast any bugs that get close to the power cores. Ravagers make up the bulk of the attacking force, but watch out for berserkers lobbing projectiles from a distance. Engage distant targets with the Rocket Launcher or Singularity Cannon. At close range, use the Pulse Grenade or Nano Rifle to minimize damage to the power cores.

Tip



Running low on ammo? A large ammo box spawns on the central platform periodically during this holding action.



If any of the power cores are destroyed, the activation process grinds to a halt. Immediately hit any destroyed power core with a repair grenade to resume the activation process. While defending the core, keep an eye on the six blue dots just below the Terraformer Core status bar. Each of these dots represents a power core. If a dot turns red, it indicates one of the power cores is destroyed. This handy indicator helps you keep tabs on each core without constantly spinning in circles to conduct a visual inspection. Continue defending and repairing until the Terraformer is activated. At this point all the aliens drop to the ground and the concluding cutscene is triggered. Great job—you've finally brought an end to this plague!

Breathe Easy

This achievement/trophy is unlocked immediately following the activation of the Terraformer

Epilogue

As Darius exits the Terraformer, the queen's tentacles collapse under the new atmospheric conditions and lay motionless across the Martian landscape. S.A.M. confirms the effect is spreading rapidly, killing all alien life forms over a wide area. Before long Sergeant Winters arrives with small contingent of Red Faction troops intent on securing the area. While a medic patches up Darius' wounds, Winters passes along his condolences—he's sorry to hear about Kara. As Winters checks in with his men, Darius glances down at the coin Kara gave him before he took the job at Bradbury Canyon. Suddenly the sun peaks through the clouds overhead causing S.A.M. to issue an unnecessary alert. It's a new day on Mars and another Mason has stepped up to make a difference. But for Darius, this is a hollow victory. Too much has been lost. . .

That Coulda Gone Better

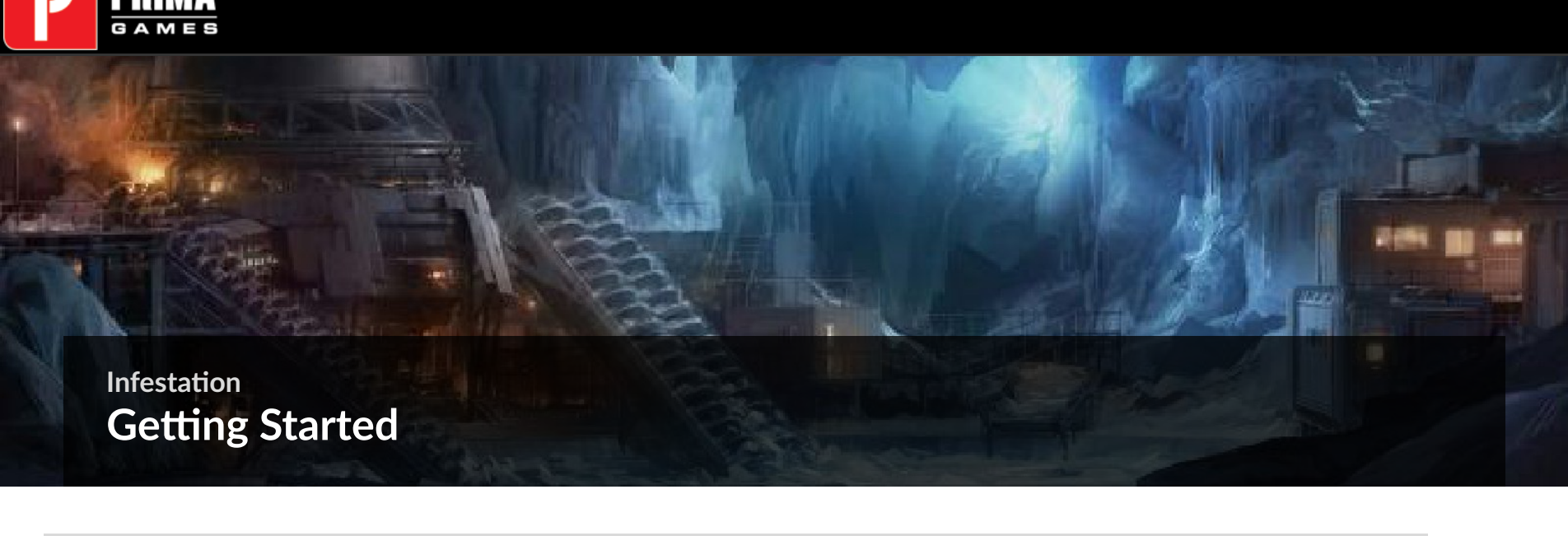
This achievement/trophy is earned for completing the game on Hard difficulty. I

I Need a Map

If you managed to complete the game on Insane difficulty, this achievement/trophy is unlocked.

Note

When you complete the game you unlock New Game Plus, the Cheats menu, and the secret Mr. Toots weapon. New Game Plus allows you to start a new game with all the weapons, upgrades, and salvage you had at the end of the game. The Cheats menu can be accessed from the Pause menu of any new game. In this menu you can purchase a variety of cheats using salvage. Buy at least one cheat to unlock the Cheater! achievement/trophy. Additionally, when you beat the game on PC, you'll also unlock the Enforcer weapon.



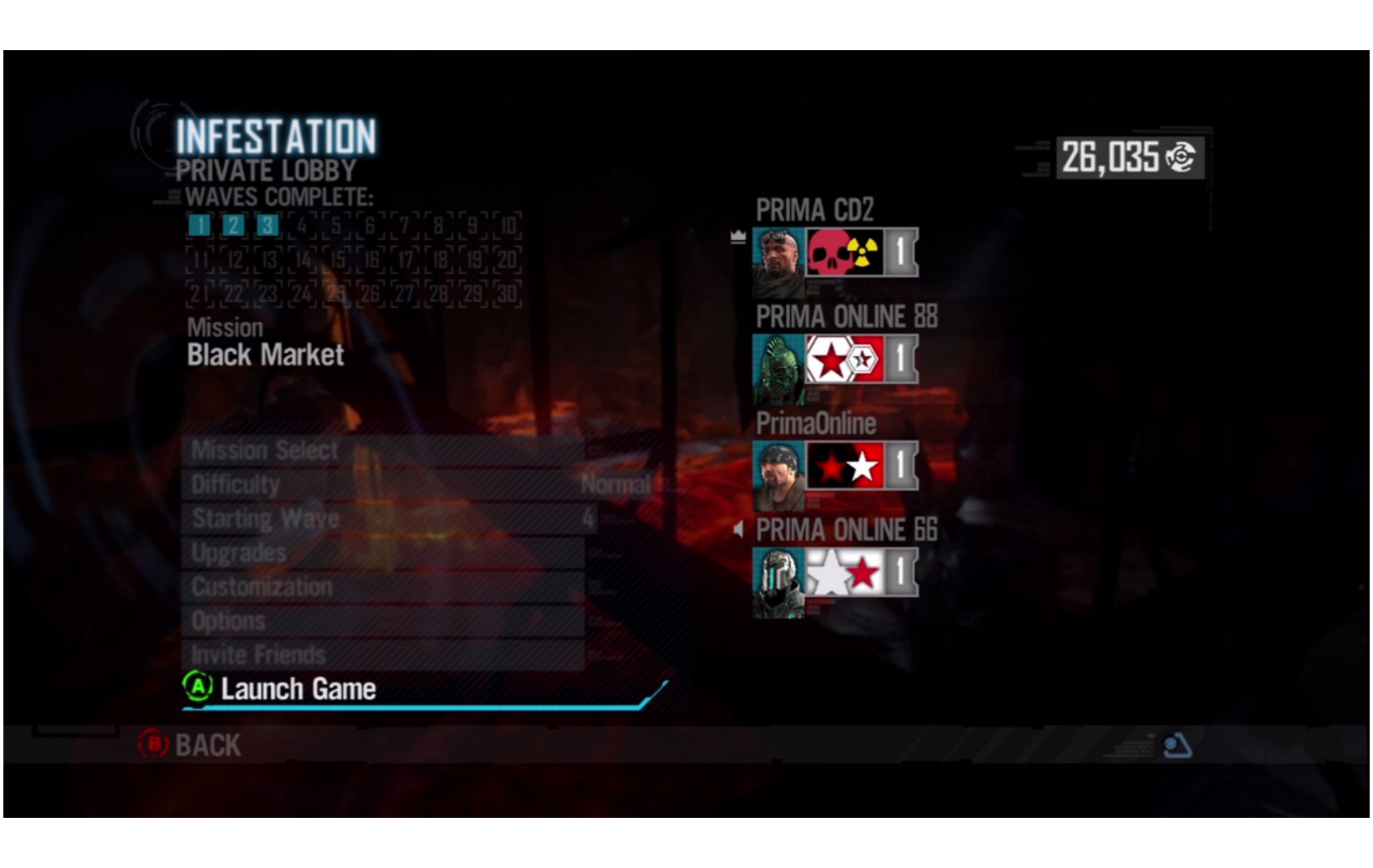
Infestation

Getting Started

Getting Started

Icon	Name	Description	Gamerscore	Trophy
	Field Surgeon	Perform Revival 25 times in Infestation	15	Bronze
	All for One and One for All	Finish a four-player game beyond wave 9 without anyone bleeding out	25	Silver
	Soldier	Finish waves 1 through 10 on any map in Infestation	25	Bronze
	Commando	Finish waves 1 through 20 on any map in Infestation	50	Silver
	Honorary Mason	Finish waves 1 through 30 on any map in Infestation	75	Gold
	Bug Hunt	Finish at least one wave on each map in Infestation	20	Bronze

You've survived the plague alone—now do it with some friends. Infestation is a co-op multiplayer mode requiring you and a group of friends to fend off wave after wave of attacking aliens. In some situations all you must do is survive. At other times you must defend certain structures and equipment of strategic value. Do you have what it takes to make it through all thirty waves?



If you're hosting a game, take a moment to get a game set up in the lobby screen.

There are several ways to join or start Infestation. The easiest and most common option is playing online through Xbox Live or the Playstation Network. However, you can also run a system link game, which allows you to play with others on your own network. There's even an Offline option that allows you to jump into the game by yourself. But it's best to play Infestation with others, particularly if you hope to survive for thirty waves. If you're joining an online or system link game, there isn't much you need to do other than play and perhaps customize your character. If you choose to host a game, you have a few decisions to make before getting started:

Mission Select:

This is where you choose the mission you wish to play. By default, Black Market is automatically selected. The dark variant missions at the bottom of the list are locked initially. To unlock them, you must complete wave 5 of the standard mission of the same name.

Difficulty:

Choose from Casual, Normal, Hard, and Insane. The difficulty scales how much damage you can take before you die. It also determines how much salvage is awarded upon the completion of each wave—the harder the difficulty, the more salvage you earn.

Starting Wave:

If you've already played through part of a mission, this feature allows you to resume the mission from the last wave you completed. If you haven't played a mission, you must start out on wave 1.

Upgrades:

This brings up the Upgrades menu, allowing you to purchase new upgrades with salvage. This works just like the upgrade system in the single-player campaign. More information can be found in the Upgrades section below.

Customization:

Here you can select your character as well as personalize the tag that appears next to your name. See more on this in the Customization section below.

Options:

Choose this selection to adjust the controls, gameplay, audio, and video settings.

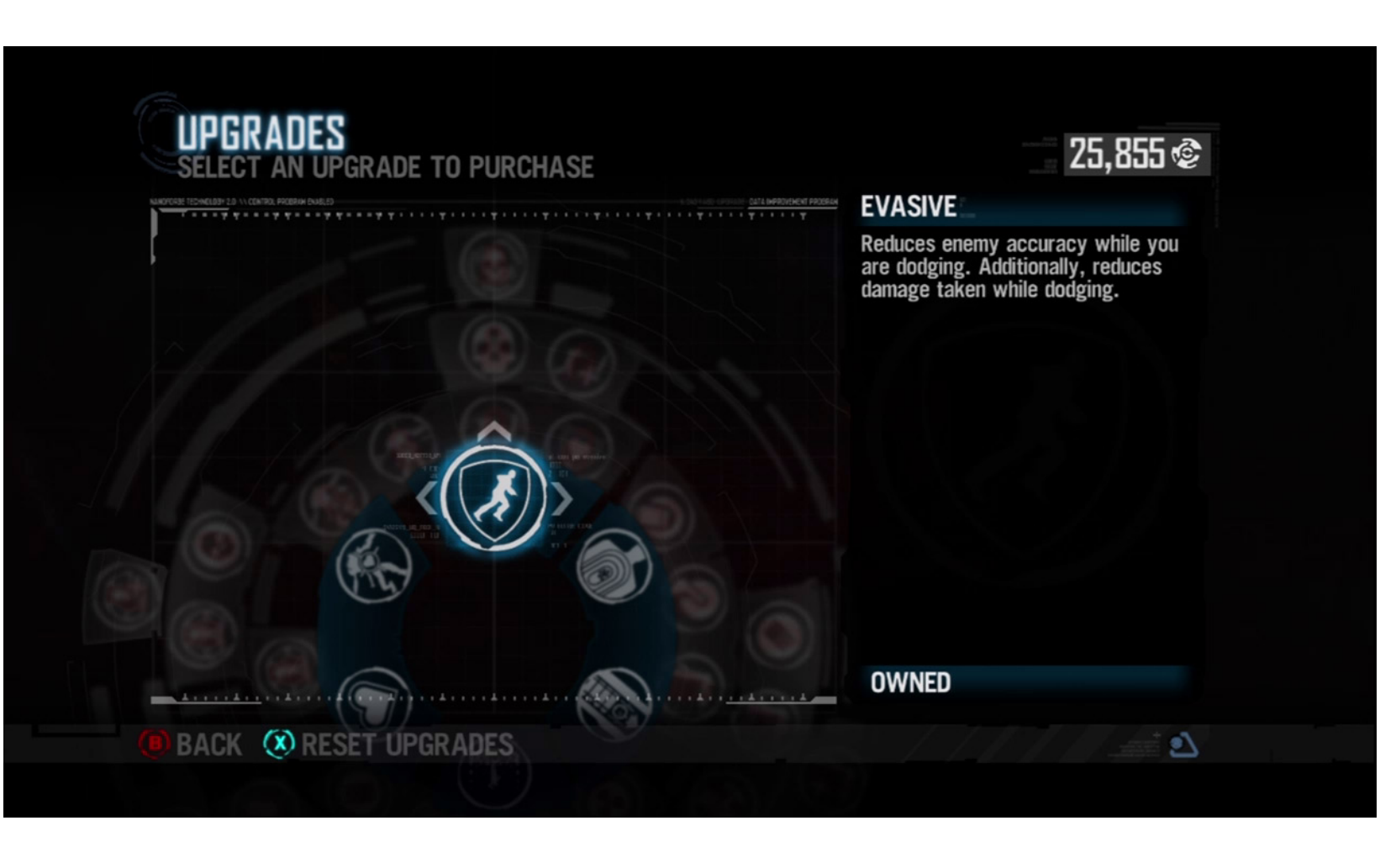
Invite Friends:

Choose this option to invite friends from your friends' list. Obviously, friends must have a copy of the game and need to be online before they can accept an invite. Once a friend has joined your game, his or her name appears on the right side of the lobby screen along with the portrait of the character he or she is portraying.

Launch Game:

Once you're ready to begin a mission, choose this option to get the action started.

Upgrades



Reduces enemy accuracy while you are dodging. Additionally, reduces damage taken while dodging.

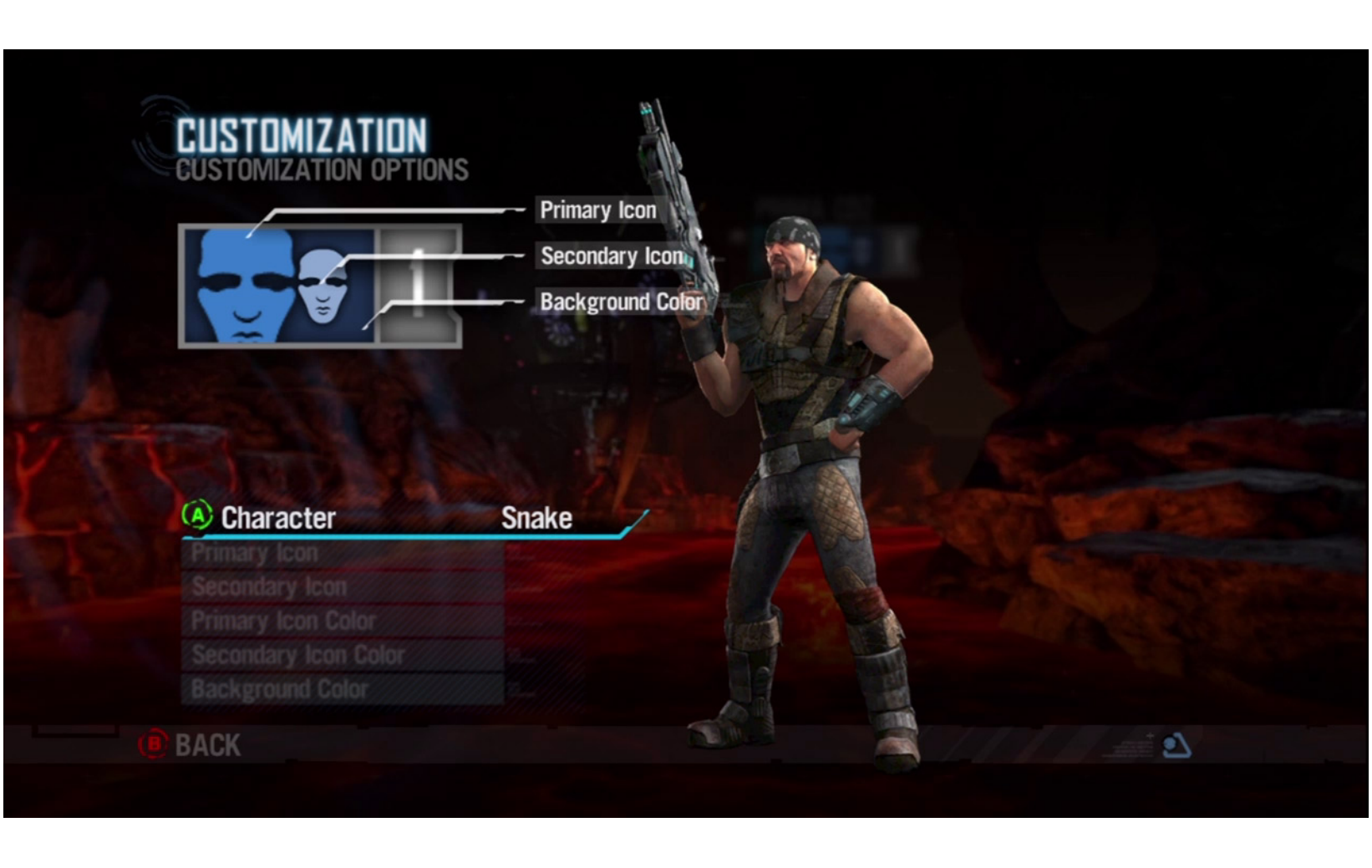
Once you've purchased an upgrade, it is available in both the single-player campaign and Infestation matches.

Upon entering the Upgrades menu, you'll notice that it's identical to the radial menus you've seen in the single-player campaign. All upgrades you've already purchased in the single-player campaign are available to your multiplayer persona. You also carry over all the salvage you've earned from the single-player campaign. Conversely, any salvage earned through Infestation is carried over to your single-player game. All upgrades function identically in Infestation mode with the exception of your Nano Forge abilities. Before starting a wave, you must choose from one of your purchased Nano Forge abilities in the Weapon Selection screen. By default, all players have Impact, but you must own Shockwave, Shell, or Berserk before they can be equipped. Before selecting a Nano Forge ability, discuss the options with your teammates. It's usually best to enter the game with a variety of Nano Forge abilities. Call out which ability you're choosing so your teammates don't replicate the selection. NoteAll players have access to repair grenades, regardless of their progress in the single-player campaign. However, the standard Nano Forge Repair feature is not available in this mode—you must use repair grenades to fix damaged structures. For more information on the upgrades, see the Weapons and Upgrades chapter.

Note

All players have access to repair grenades, regardless of heir progress in the single-player campaign. However, the standard Nano Forge Repair feature is not available in this mode— you must use repair grenades to fix damaged structures. For more information on the upgrades, see the Weapons and Upgrades chapter.

Customization



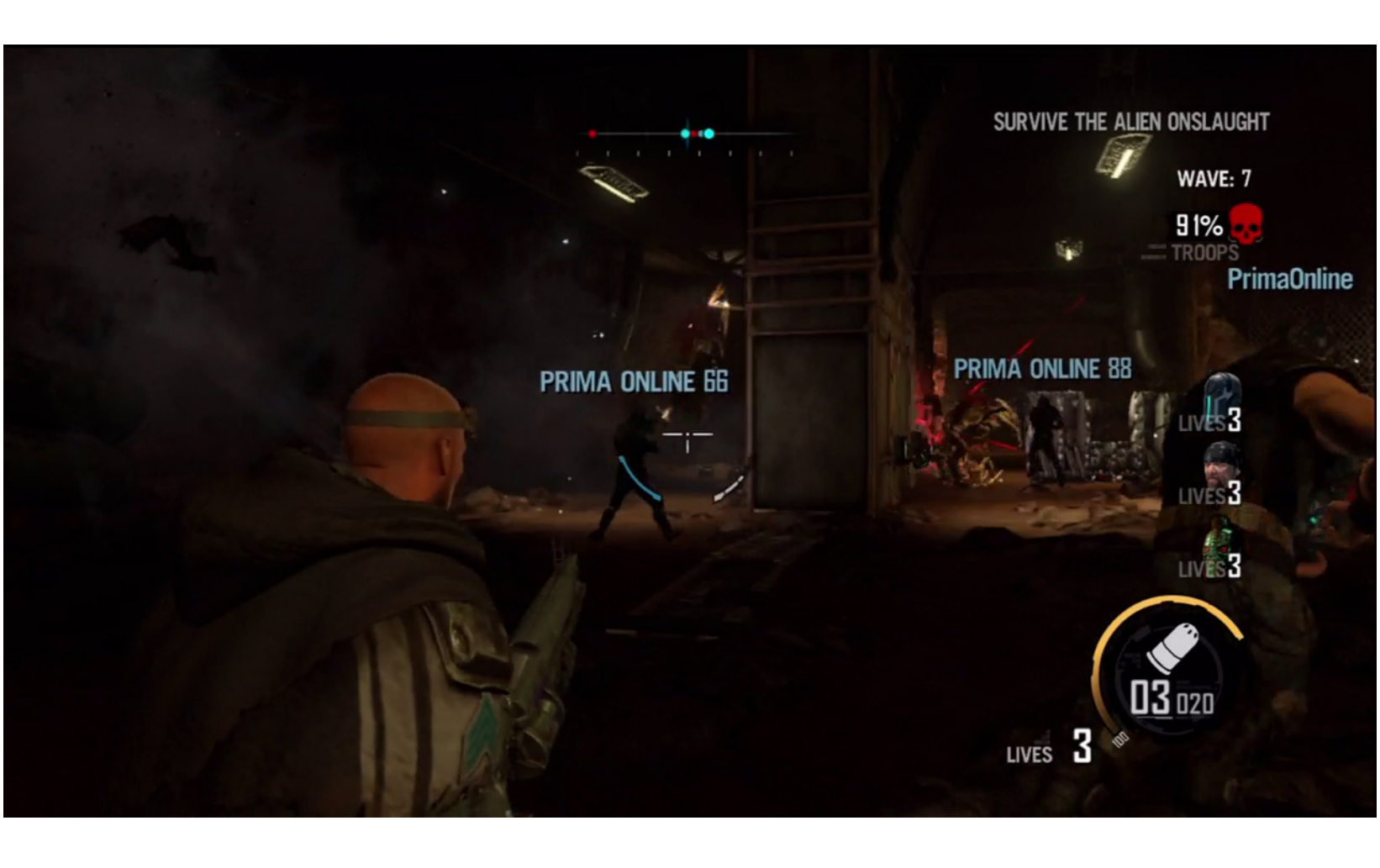
Take a moment to choose your character and personalize your tag in the Customization menu.

Before starting a game, or even between waves, you can access the Customization menu. Here you can choose from four different characters to play as: Sgt. Winters, Snake, Snipes, or Corvallis. All the characters play the same with the only differences being purely aesthetic. In addition to your character, you can also customize the tag that appears next to your name. Choose from a variety of primary and secondary icons and then choose colors for each, as well as the background. Personalizing your tag is purely optional and has no impact on gameplay. Note the number (1–4) next to your tag and character portrait represents the upgrade tier you've unlocked. This is less of a rank and more of a way to show your teammates how powerful you are. As you unlock a new tier, this number increases. Play through the single-player campaign to unlock all four tiers.

Note

The number (1–4) next to your tag and character portrait represents the upgrade tier you've unlocked. This is less of a rank and more of a way to show your teammates how powerful you are. As you unlock a new tier, this number increases. Play through the single-player campaign to unlock all four tiers.

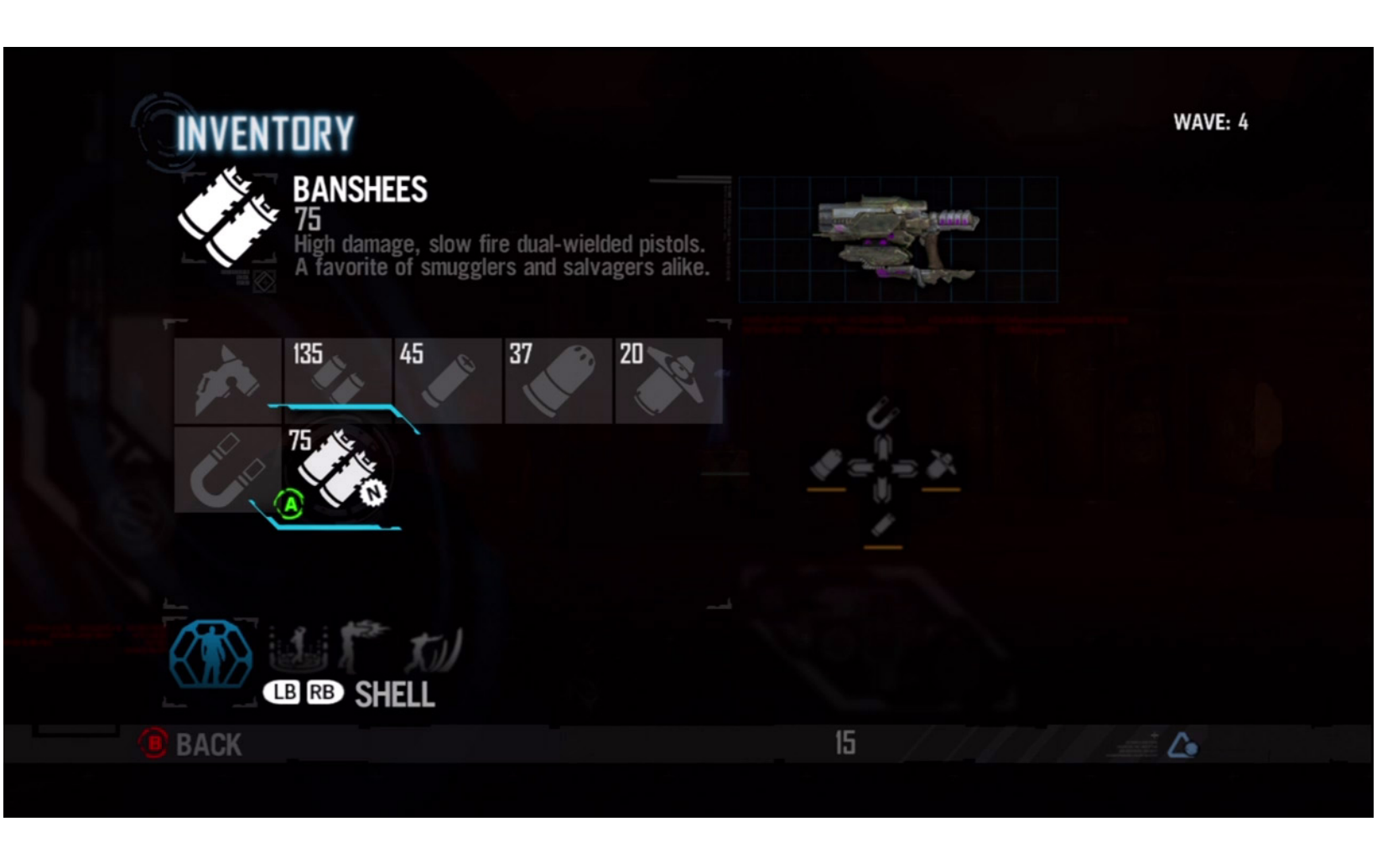
Gameplay



Stay within visual range of your teammates so you can support and revive each other.

The premise of Infestation is remarkably straight-forward: stay alive and kill all the bugs. It may sound simple, and it is early on. But as you progress through wave after wave, the task becomes increasingly challenging—particularly once berserkers and behemoths make appearances. The type of aliens that appear in each wave is fixed. However, the number of aliens that appear fluctuates based on the number of players. The more players in the game, the more aliens you encounter. In addition to the standard creepers, ravagers, berserkers, and behemoths, you can also expect tentacles and monoliths. A maximum of two tentacles appear in each wave on the Defend missions starting at wave 11. One monolith appears in each wave (of both mission types) starting at wave 21. Fortunately, by the time you face these hostiles you'll have access to stronger weapons. As a team-based game, it's important to work and stay together so you can support each other. If your teammates spread out in all directions, the aliens will have no problem picking you off one by one.

Weapon Selection



High damage, slow fire dual-wielded pistols. A favorite of smugglers and salvagers alike.

The weapons inventory is slim to begin with, but increases as you complete waves.

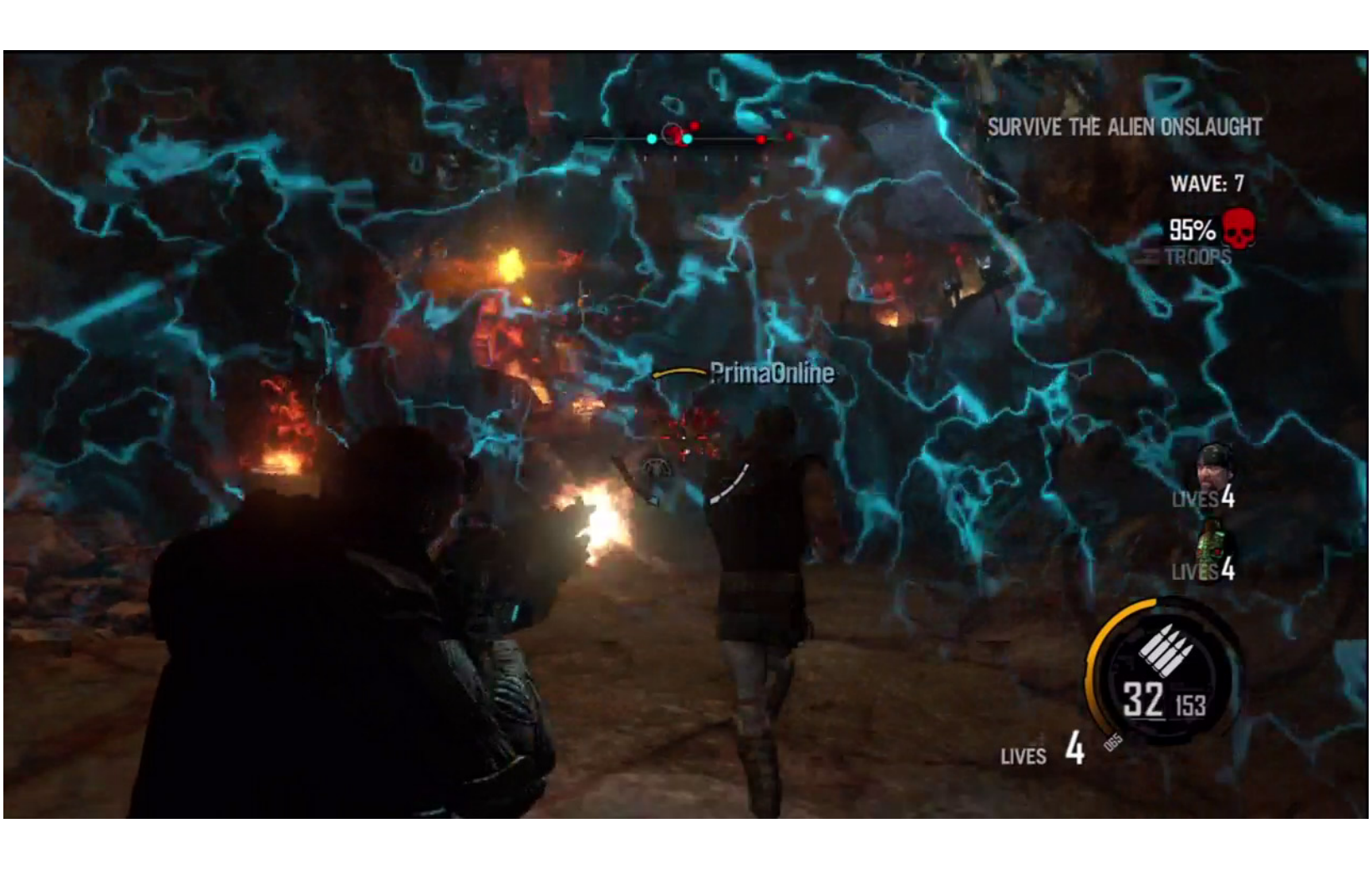
At the start of each wave, you must choose your weapons. As in the single-player campaign, you can carry a total of four weapons, but make your selections carefully and quickly. Once you begin a wave, you cannot swap out weapons—there are no weapons lockers. Plus, you only have eighteen seconds to choose your weapons before the wave starts, as indicated by the countdown timer at the bottom of the screen. When choosing your weapons, try to diversify your firepower to deal with a mix of close- to long-range threats. For example, the Shotgun and Maul are awesome at close range, but they won't be of much use for taking out enemies halfway across the map. Supplement these close-quarter weapons with something like the Pistols or Magnet Gun. Initially only six weapons are available, but as you progress through the waves, more and more weapons are unlocked. This comes in handy as you face tougher enemies. Study the table below to see when each weapon is available.

Weapon Availability

Icon	Name	Unlocked
	Pistols	Wave 1
	Shotgun	Wave 1
	Pulse Grenade	Wave 1
	XNG-5000*	Wave 1
	Charge Launcher	Wave 1
	Magnet Gun	Wave 1
	Banshees	Wave 4
	Laser Pistols*	Wave 4
	Assault Rifle	Wave 7
	Enforcer**	Wave 7
	Rocket Launcher	Wave 10
	Plasma Thrower*	Wave 10
	Rail Driver	Wave 13
	Nano Rifle	Wave 16
	Plasma Cannon	Wave 19
	Plasma Beam	Wave 22
	Arc Welder*	Wave 22
	Singularity Cannon	Wave 25

* Pre-Order/DLC Weapon

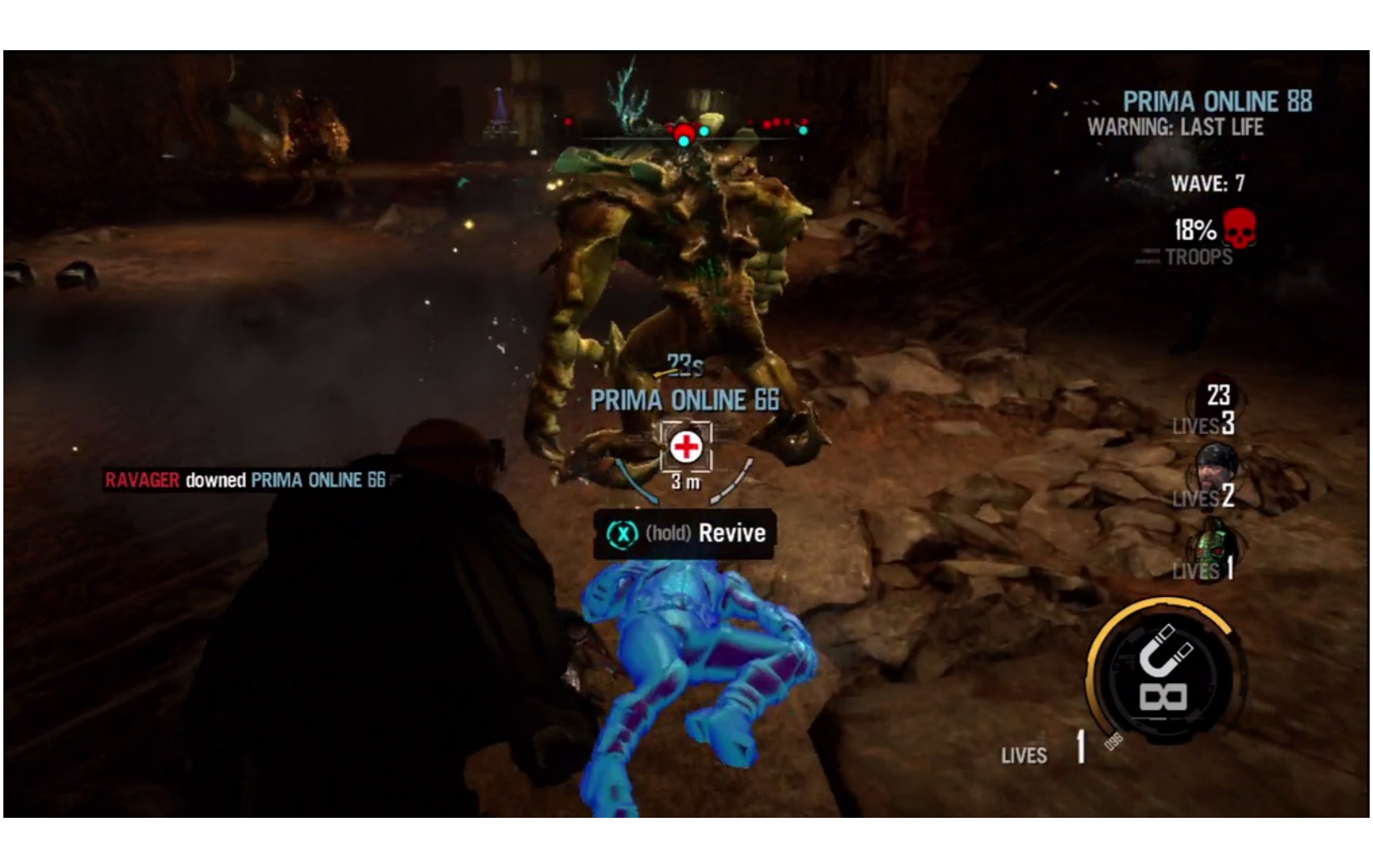
** Unlocked through Red Faction: Battlegrounds on Xbox 360 and PS3. Unlocked on PC after you beat the game.



Use the Shell Nano Forge ability to protect yourself and teammates against alien concentrated attacks.

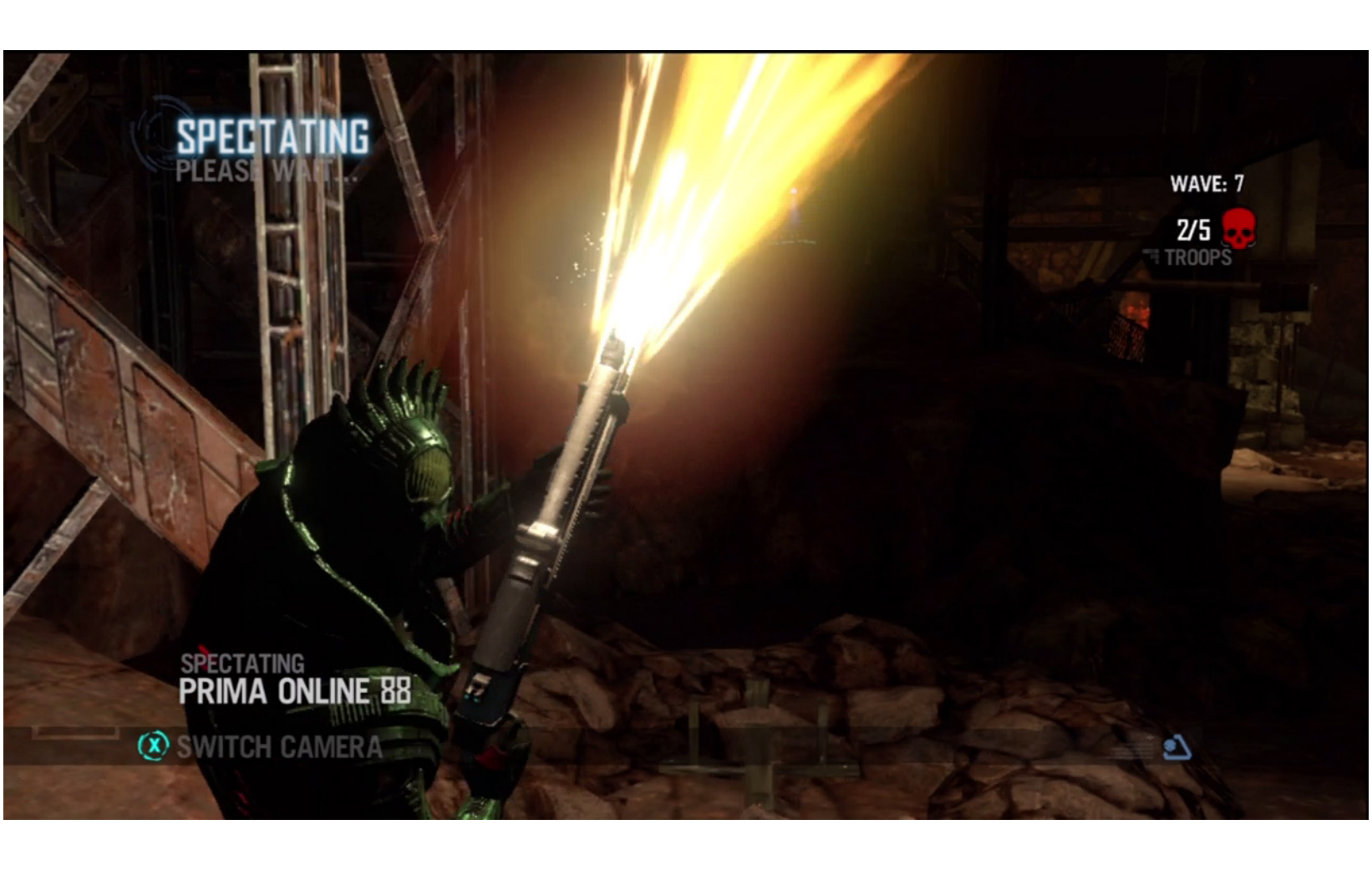
In addition to choosing weapons, you must also select your Nano Forge ability. Unlike the single-player campaign, in Infestation you can only assign one ability to your Nano Forge. Impact is available to all players, regardless of which upgrades they own. However, Shockwave, Shell, and Berserk must all be purchased with salvage from the Upgrades menu. If you've already purchased these upgrades in the single-player campaign, these abilities are made available in Infestation, along with any other upgrades. As previously mentioned, it's a good idea to diversify your Nano Forge abilities. For example, have one player select Shell, as this can be used to protect multiple teammates. This frees up other players to select Impact, Shockwave, or Berserk.

Revive



Get to fallen teammates and revive them before they bleed out.

Another unique feature of Infestation is your ability to revive fallen teammates. When a player's health drops to zero, instead of dying, they become incapacitated, lying on the ground and unable to move. At this point the fallen player can be revived. First you have to find the downed teammate, marked by a red cross icon on the HUD. The distance to the teammate, marked in meters, appears just below the icon. Move in the direction of the icon until you see the blue highlighted body of your teammate on the ground. Stand over your teammate's body and hold down the reload button to revive your teammate. You must act fast, however. Once a teammate is down, you only have twenty-five seconds before your teammate bleeds out.



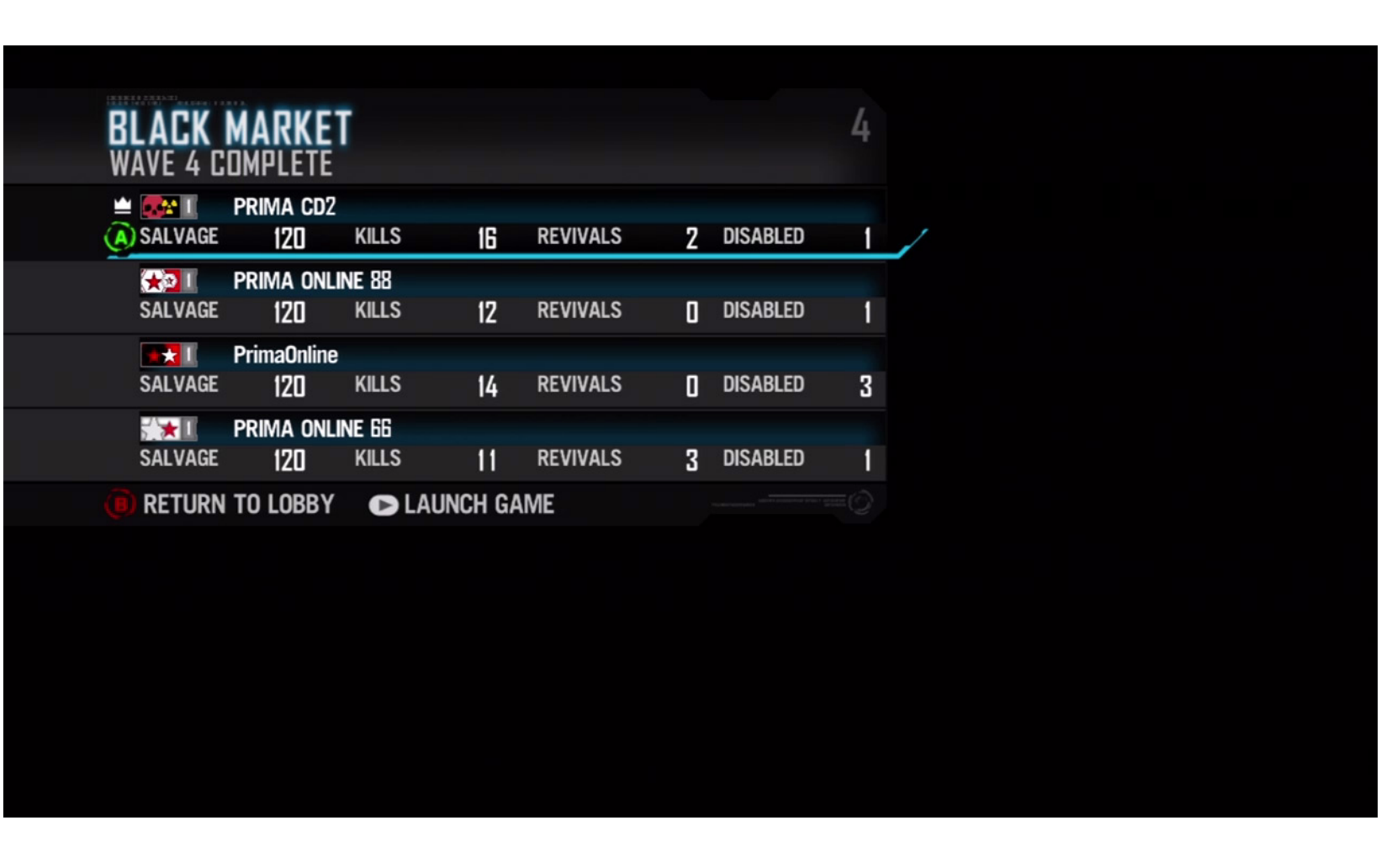
If you die, you can still watch the match from the perspective of one of your living teammates.

A teammate can be revived as long as he or she has lives to spare. A player's lives appear on the right side of the HUD next to the character's portrait. The number of lives a player has depends on how many players are in the game. In a two-player game of Infestation, each player has more lives than in a four-player game as a way to balance the difficulty. Each time you are revived, you use up one of your lives. If you bleed out or simply run out of lives, your character dies and is removed from the round. However, you can still watch your teammates carry on. Toggle the camera between your teammates and rotate the camera as necessary to get a better view of the action in this spectator mode. If your team manages to complete the wave without you, you'll rejoin them in the next wave. All players get a fresh batch of lives at the start of a new wave.

Field Surgeon

Revive twenty-five teammates to earn this achievement/trophy. During chaotic waves, it's best to deploy a Shell before attempting a revive. This protects both you and your fallen teammate during and after the revival process. Your buddy will appreciate the extra protection while getting his or her bearings and rejoining the fight.

Salvage


BLACK MARKET
WAVE 4 COMPLETE
4
PRIMA CD2
SALVAGE 120 KILLS 16 REVIVALS 2 DISABLED 1
PRIMA ONLINE 88
SALVAGE 120 KILLS 12 REVIVALS 0 DISABLED 1
PrimaOnline
SALVAGE 120 KILLS 14 REVIVALS 0 DISABLED 3
PRIMA ONLINE 66
SALVAGE 120 KILLS 11 REVIVALS 3 DISABLED 1
RETURN TO LOBBY
LAUNCH GAME

Salvage is awarded after completing each wave, as seen on the scoreboard.

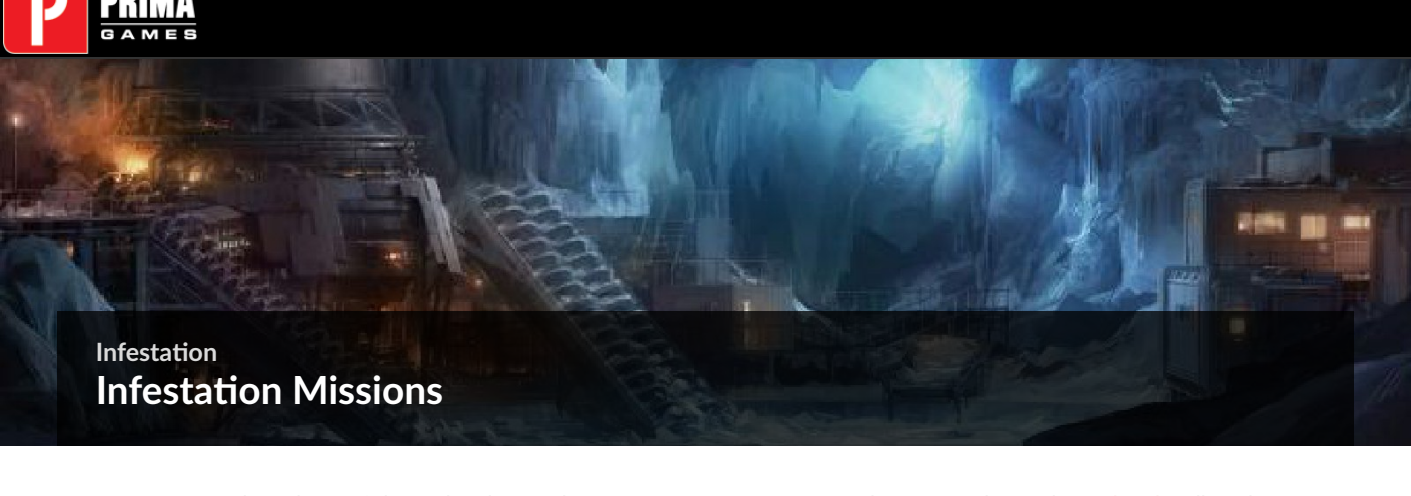
Every player on your team earns the same amount of salvage upon the completion of a wave. However, teammates with the Autopsy upgrade earn more, accruing bonus salvage for each kill they score. Once a wave is completed, if you play the wave again, you will be rewarded with a lessened amount of salvage upon winning. Avoid replaying waves and missions you've already completed to gain more salvage. Dark mission variants award the same amount of salvage as non-dark missions. The amount of salvage earned is fixed per wave across all missions. The following table lists the amount of salvage awarded per wave on Normal difficulty. Modifiers are applied when playing the game on different difficulties: less salvage is awarded when playing on Casual, but more is awarded if playing on Hard or Insane.

Difficulty Multipliers

Difficulty	Multiplier
Casual	0.8
Normal	1
Hard	1.2
Insane	1.5

Salvage Earned (normal)

Wave	Salvage	Replay Salvage
1	30	3
2	60	6
3	90	9
4	120	12
5	150	15
6	180	18
7	240	24
8	300	30
9	360	36
10	480	48
11	60	6
12	120	12
13	180	18
14	240	24
15	300	30
16	360	36
17	480	48
18	600	60
19	720	72
20	960	96
21	120	12
22	240	24
23	360	36
24	480	48
25	600	60
26	720	72
27	960	96
28	1,200	120
29	1,440	144
30	1,920	192



Infestation

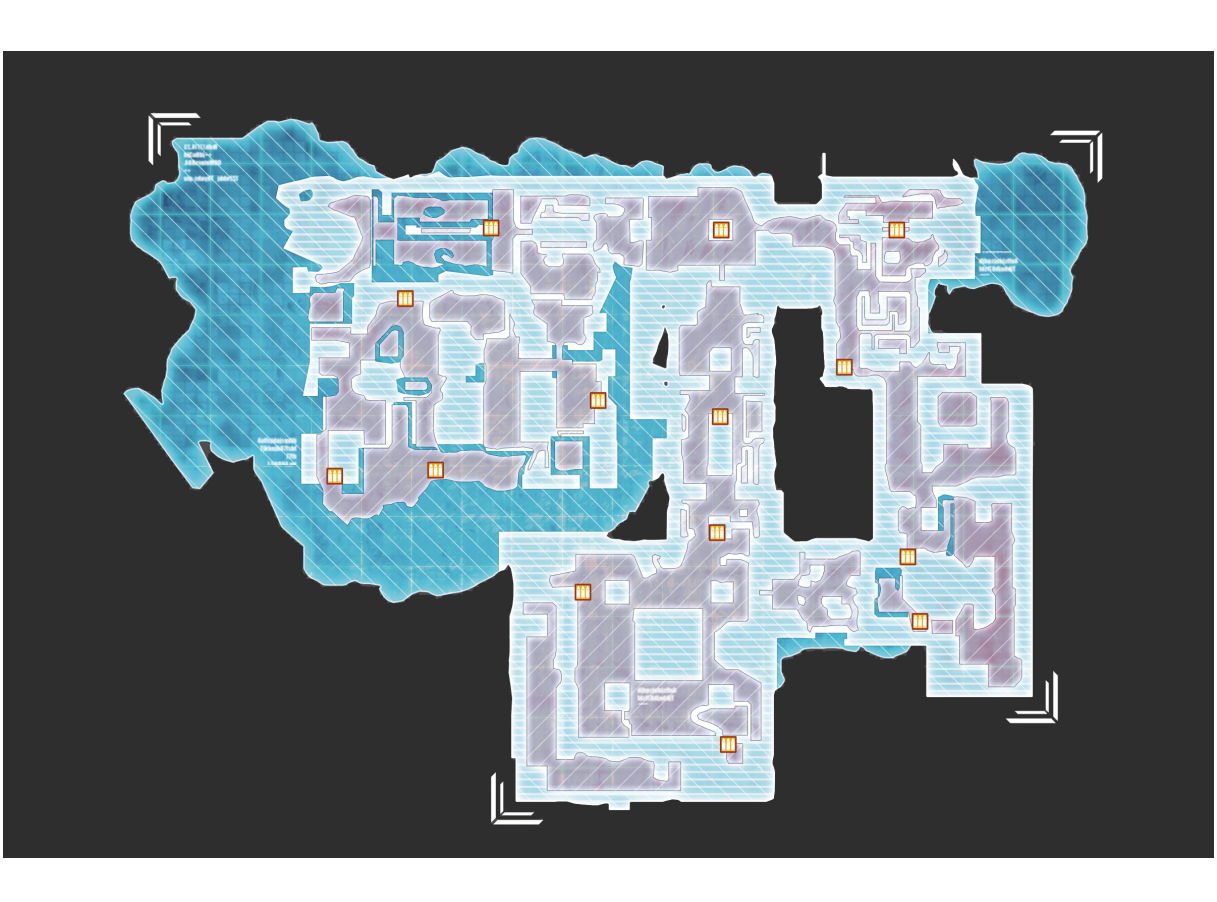
Infestation Missions

Darius wasn't the only one fighting the plague. The Infestation missions recreate key events during the outbreak, telling the story from a different perspective as Sgt. Winters and his allies fend off waves of bugs. There are two types of missions: Survive and Defend.

In Survive missions, the rules are simple: kill every bug before they kill you. In Defend missions, you must actually prevent the aliens from destroying key structures, marked on the HUD, by using repair grenades to fix any damage. Upon completing the fifth wave of each mission, you unlock a dark variant of the same mission. In these dark missions, gameplay is identical. However, the lack of light adds a creepy ambience to each level.

Black Market

Having driven the aliens from Bastion, Snake leads the team to an alien stronghold in the old black market area. Clearing out the enemy here will finally give Bastion some breathing room.



Mission Type:

Survive

Mission Briefing:

Reports are coming in that there's been an attack in the west hollow. Under normal circumstances I wouldn't give a shit—only people down there are scum. But these aren't normal circumstances. Go in there and kick some ass!

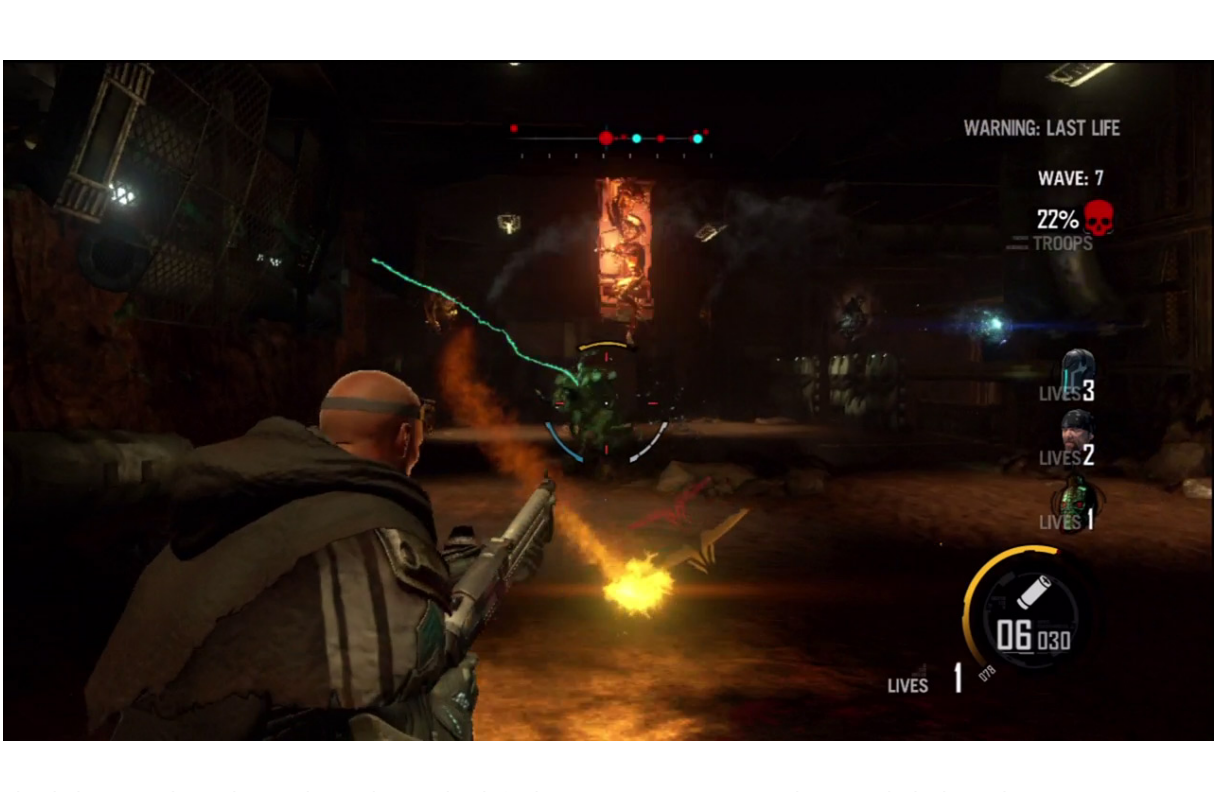
Mission Details:

Survive the alien onslaught.
Aliens have killed everyone in the financial district.
Eliminate all the aliens to get the economy running again.

SURVIVE THE ALIEN ONSLAUGHT
WAVE: 4
32%
TROOPS
LIVES 3
LIVES 1
LIVES 2
LIVES 3

Early on, wraiths pose a serious threat to you and your teammates. Try to take them out as quickly as possible using the Charge Launcher or Pulse Grenade. At close range, the Shotgun and Maul are very effective too.

Or if a wraith appears right next to you, simply beat it down with melee strikes. However, if you're targeted by its laser, be ready to dive out of the way. As you dodge the attacks of wraiths, be careful not to move too far away from your teammates.

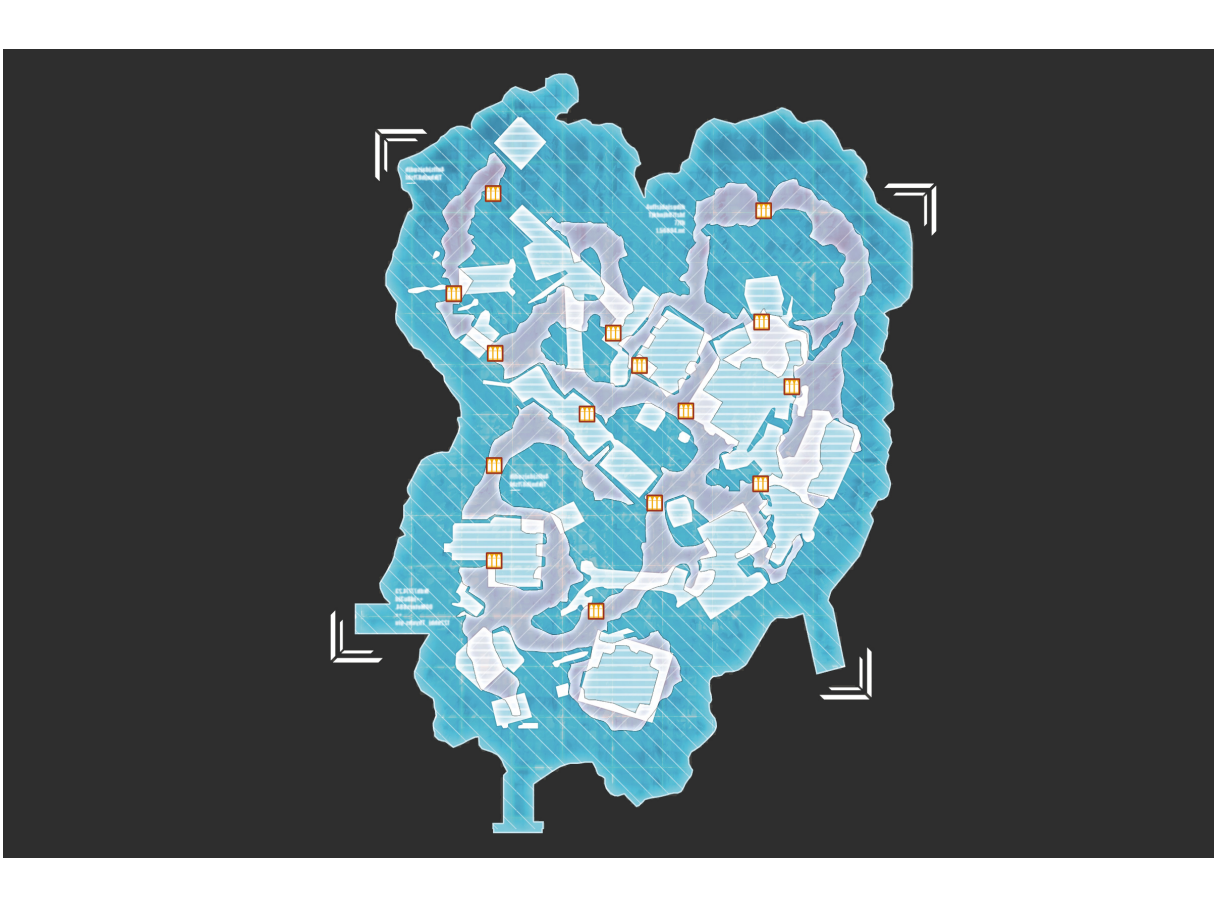


The dark cramped corridors of the market can be difficult to maneuver at times, making attacks by berserkers even more dangerous. When a berserker makes an appearance, call it out to your teammates so you can all focus on bringing down the beast as quickly as possible.

Have one teammate bounce the berserker around the market with the Magnet Gun while everyone else nails it with Charge Launcher and Pulse Grenade rounds. As you advance through the waves and come under attack by multiple berserkers, use the Nano Forge's Shell to avoid taking damage—at least temporarily.

Trapped

Aliens have overrun a tradepost and underground tunnel hub. In the process, they have killed all defenseless civilians. You must defeat all the aliens in order for this ravaged area to begin reconstruction.



Mission Type:

Survive

Mission Briefing:

The hostiles overran one of the trading outposts. It was a massacre with reports of over 100 dead. This mission's simple: revenge. Get in there and vaporize those goddamn bugs!

Mission Details:

Survive the alien onslaught .
Aliens have overrun a tradepost and have killed all defenseless civilians.
Defeat all the aliens and begin restoration for this ravaged area.

SURVIVE THE ALIEN ONSLAUGHT
WAVE: 1
100%
TROOPS
PrimaOnline
PRIMA ONLINE
LIVES 3
LIVES 3
LIVES 3
LIVES 3

The tradepost is filled with rickety metal structures, supplying plenty of ammo for the Magnet Gun. This is a great way to plow through the first few waves. Simply fire debris at the alien hordes or smash the bugs through the walls and roofs of these structures.

If you haven't already, this is also a good opportunity to earn the Martian Matchmaker and Liftoff achievements/trophies. For Martian Matchmaker, smash a pair of aliens into each other with the Magnet Gun.

For Liftoff, send an alien flying at least fifty meters through the air, also using the Magnet Gun. The large cave makes it easy to score this one.

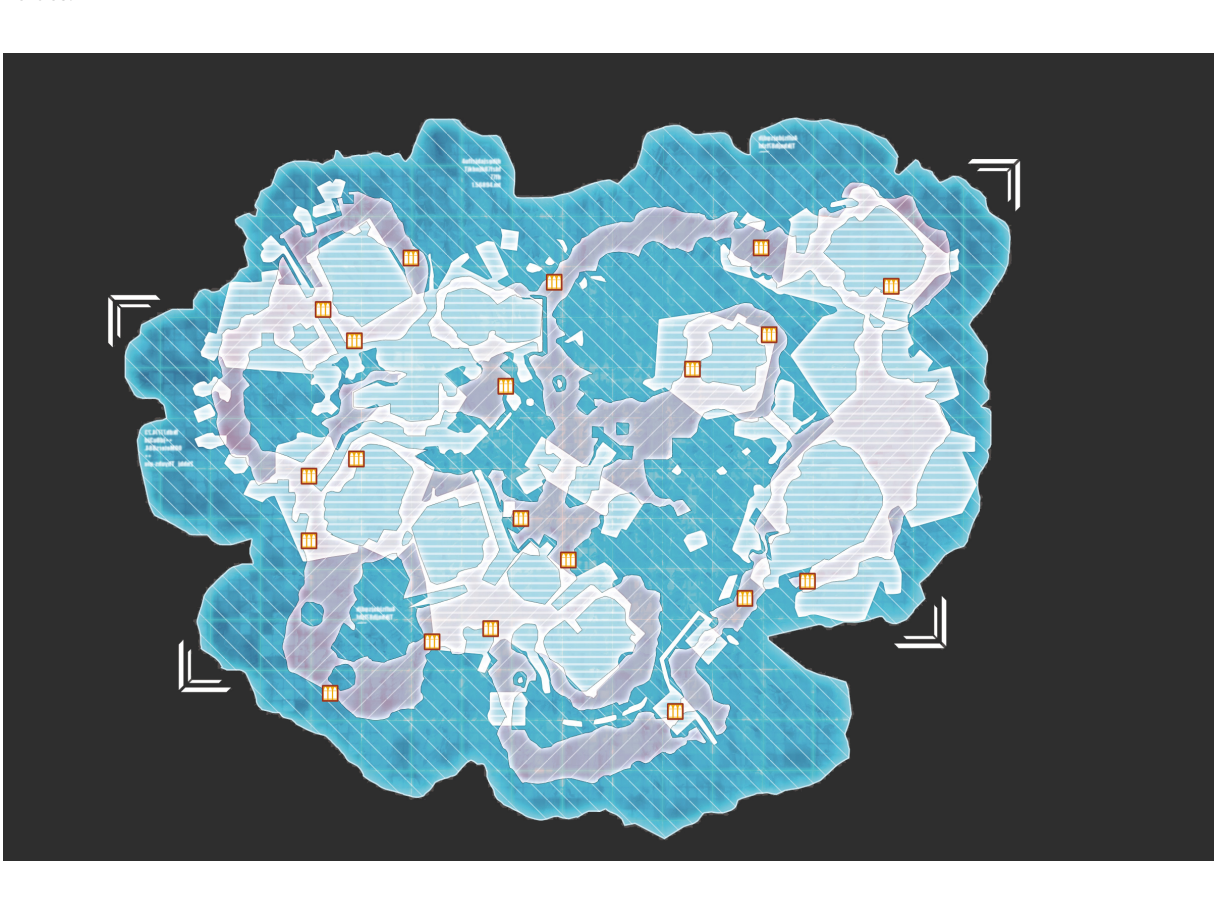
SURVIVE THE ALIEN ONSLAUGHT
WAVE: 4
50%
TROOPS
PRIMA ONLINE 88
LIVES 3
LIVES 3
LIVES 2
LIVES 2

If you find yourself completely swarmed by enemies, don't forget to use Impact. This is a great way to gain some breathing room, particularly when you're surrounded by creepers.

There is no friendly fire in this game mode, so Impact and explosions from your weapons cannot hurt your teammates. Don't hesitate to target bugs near your buddies with Impact or other devastating options.

Heretic

By cutting off access to an overrun Cultist stronghold, Corvallis thinks he can make Darius and Kara's journey to the Marauder lands a lot easier. Without the bugs from the stronghold charging in to help, maybe Darius can make it through the alien hordes.



Mission Type:

Survive

Mission Briefing:

Scouts have uncovered a hidden Cultist base about thirty klicks from here. From what we can tell, the bugs slaughtered them all and are using the area as a nest. Get in there, wipe out the hostiles, and tear everything down.

Mission Details:

Clear the Cultist Science and Religion center
Aliens have turned on the Cultists and killed them all
Eliminate all the aliens and cleanse the area

SURVIVE THE ALIEN ONSLAUGHT
WAVE: 3
52%
TROOPS
LIVES 4
LIVES 4
04 004
LIVES 4

The Cultist stronghold is located in a large cave system filled with several makeshift structures. Venture out of the narrow cave where you begin each wave. Regular movement around the map keeps the aliens from focusing on one location, allowing you to spread out the resistance and pick them off one by one.

However, make sure all your teammates are on the same page. Before moving out, state your intentions and make sure your buddies are following closely behind. If you're not careful, it's easy to get separated.

Frequent movement is also a good way to keep everyone well stocked with ammo by hitting different ammo locations at different times so everyone can stock up.

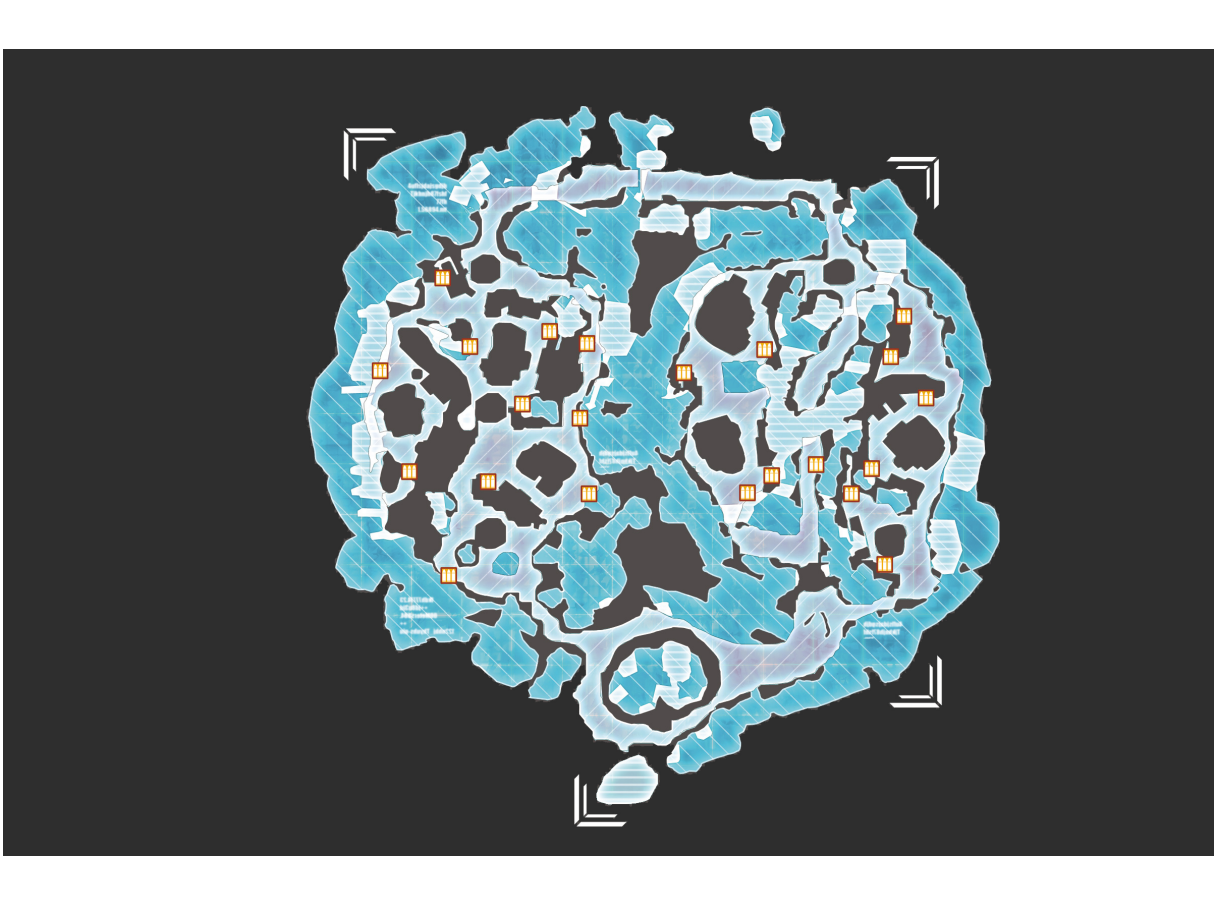
SURVIVE THE ALIEN ONSLAUGHT
WAVE: 5
89%
TROOPS
PrimaOnline
PRIMA ONLINE 88
LIVES 3
LIVES 2
03 022
LIVES 4

Coordinate with your teammates to make the most of your Nano Forge abilities. Your entire team can fit within the protective bubble of one Shell. Although it's a tight fit, this is a good way to keep everyone safe for a few seconds when things get a little too crazy.

While within the Shell, teammates can use their Nano Forge abilities as well, such as Shockwave, Berserk, or Impact, to gain a tactical advantage. This is a good way to buy yourself some breathing space when approached by multiple berserkers or wraiths.

Extermination

With Darius throwing the Cultist forces into disarray, alien forces have taken over many former Cultist areas. Unfortunately one of them is right next door to the surface camp. Snipes takes the team on a hunting expedition to clear the area.



Mission Type:

Survive

Mission Briefing:

Got a little present for you—an abandoned Cultist stronghold overrun by bugs. Consider it a two-for-one special. Wipe out the bugs and don't leave a single brick standing.

Mission Details:

Clear the abandoned Cultist surface stronghold
The aliens have infested a Cultist stronghold on the surface
Eliminate all the aliens and clear the area

SURVIVE THE ALIEN ONSLAUGHT
WAVE: 8
25%
TROOPS
DETONATE
LIVES 4
LIVES 3
01 003
LIVES 4

The Cultist stronghold consists of several structures spread throughout a canyon on the surface. Prepare for a mix of close- and long-range combat. Early on, the Magnet Gun works well, allowing you to toss debris at the aliens, or send them smashing into one of the canyon walls.

But as the attacks become more intense, rely on explosive weapons like the Charge Launcher and Pulse Grenade. Laying down fire with these weapons is a great way to secure your surroundings, especially when creepers and ravagers approach on the ground. The Assault Rifle or Rail Driver are better suited for engaging distant targets, like ravagers or wraiths clinging to the canyon walls.

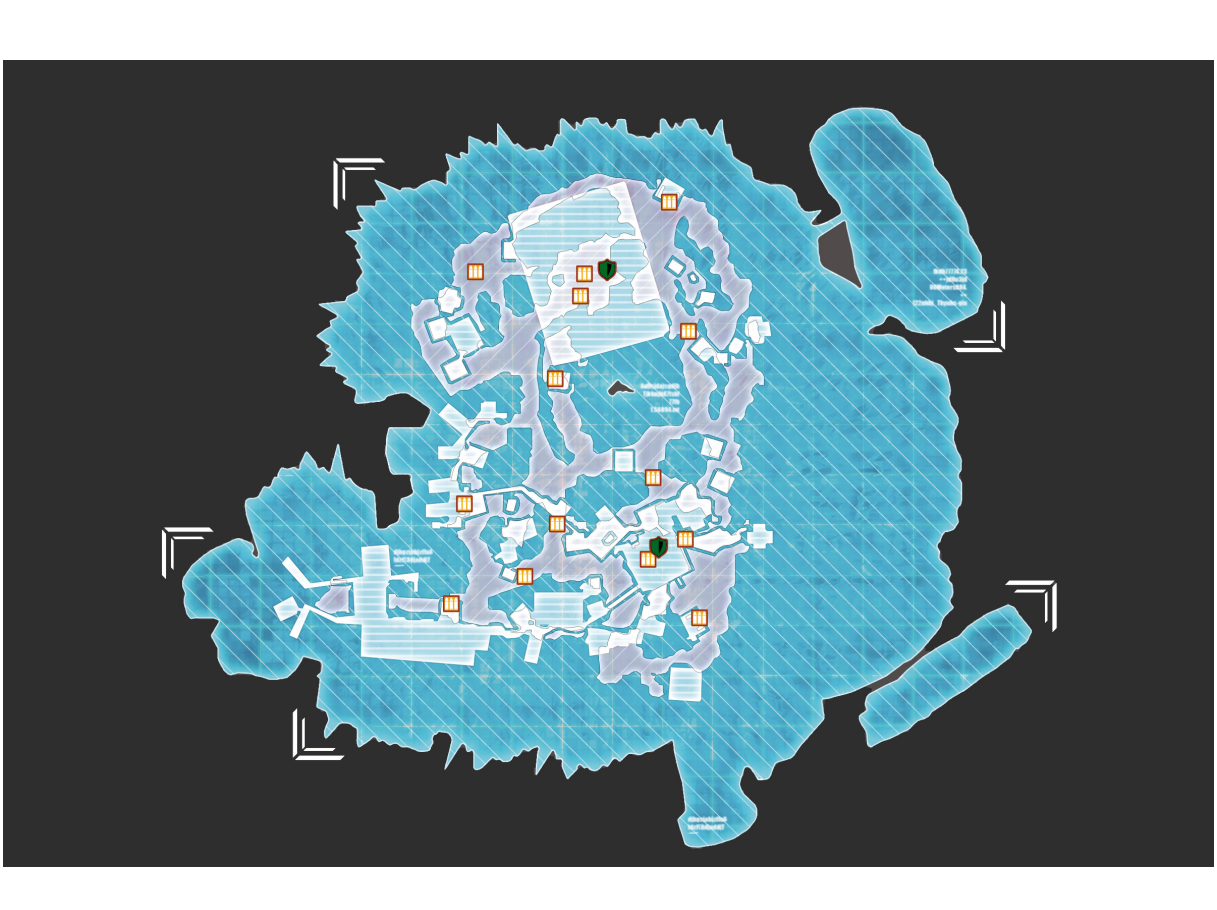
SURVIVE THE ALIEN ONSLAUGHT
WAVE: 1
71%
TROOPS
PrimaOnline
LIVES 4
LIVES 3
02 015
LIVES 4

The high canyon walls give the bugs a tactical advantage, allowing them to fire down from these high spots, so don't forget to look up. Ravagers and wraiths like to cling to these walls and attack from long range. If you find yourself taking fire from multiple directions, deploy a Shell.

This allows you to stand still and engage the threats without fear of taking heavy damage. Also, look for opportunities to protect teammates who are under fire. Rush to their location and deploy a Shell. With two or three teammates protected by the Shell, you can seriously turn the tide against the attackers.

Meltdown

While Darius is fixing the water pumps, Winters and his compatriots struggle to bring a glacier melting station online so the pumps have something to work with. Unfortunately, they have to fend off hordes of aliens bent on destroying the station first.



Mission Type:

Defend

Mission Briefing:

Most of the power running into Bastion comes from the steam-powered generators. The hostiles are reportedly converging on this location. Get in there and stop them before they cut power to half the city.

Mission Details:

Defend the water and glacier melting facilities
The aliens are attempting to destroy the water collection buildings and must be stopped
Kill all the aliens and protect the buildings—repair may be necessary

DEFEND THE OBJECTIVE
WAVE: 3
31%
TROOPS
31%
DEFEND
PrimaOnline
LIVES 4
LIVES 3
21 m
05 039
LIVES 4

This water processing facility is a tall building near the center of the cavern. Be sure to patrol the perimeter of the structure and look for ravagers bombarding it from long range. Follow the smoke of their rocket-like projectiles to find the shooters.

The building's upper level is less critical than the load-bearing walls of the lower level. Focus your repair grenades on the lower level sections to keep the structure from toppling over.

While the ravagers usually attack from the surrounding walls, watch out for creepers and berserkers attacking along the ground.

DEFEND THE OBJECTIVE
WAVE: 6
79%
TROOPS
66%
DEFEND
PRIMA ONLINE 88
25 m
LIVES 3
LIVES 4
11 039
LIVES 4

The second location you must defend is a sky bridge-like structure. Although your team begins inside the sky bridge, you're better off defending from the outside instead of firing through the window-like openings.

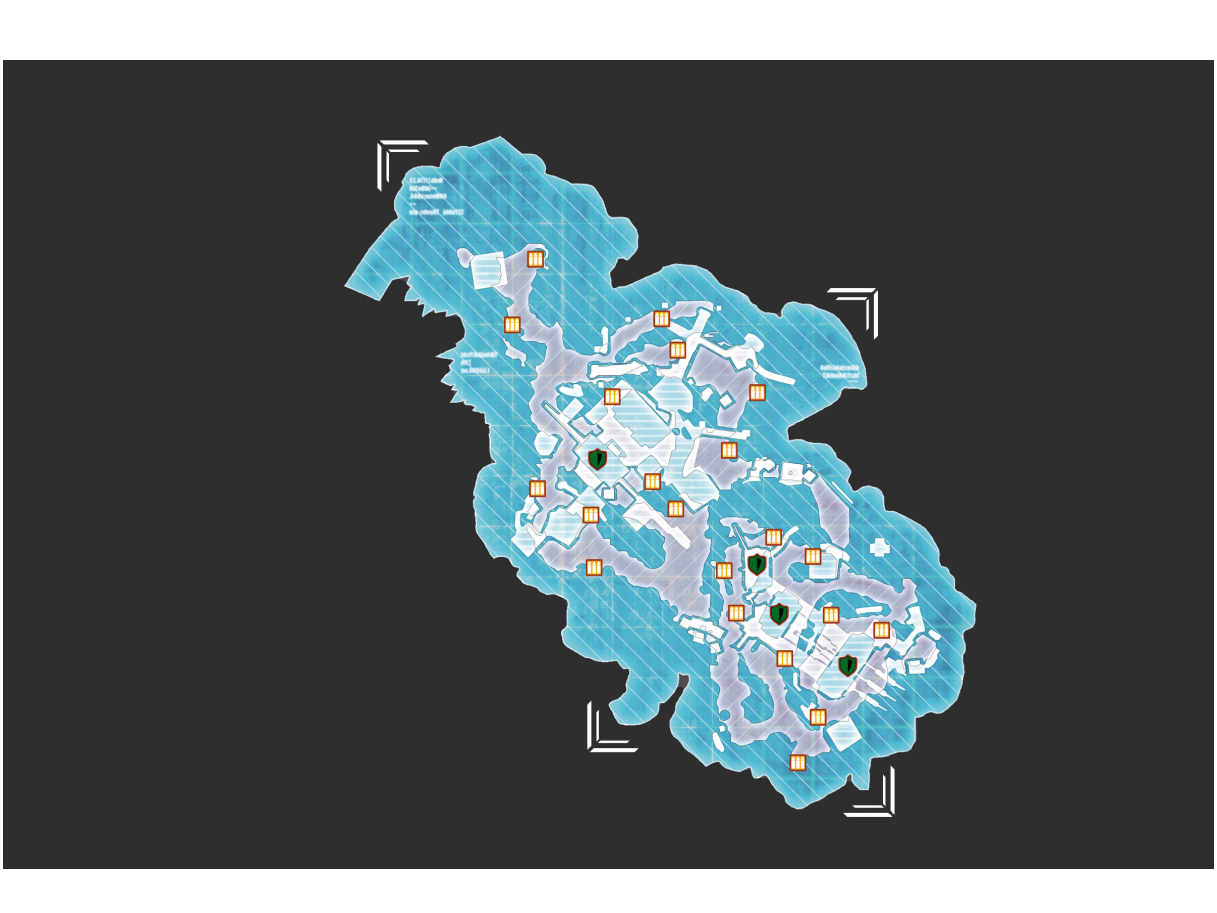
However, make an effort to stay on the upper level, holding the rocky ledges on either side of the bridge. This gives you a better view of the structure as well as any attackers. But don't just hold in one spot.

Have your team spread out, protecting each side of the structure. The aliens usually focus their fire on the bridge, so it's unlikely you'll be overwhelmed.

And even if you are, a teammate isn't far away to revive you if necessary. When you're not defending from the outside, run periodic patrols through the structure to conduct repairs with repair grenades.

Pressure

Now that Bastion has water again, the steam-powered generators need repair. For Bastion to gain power, Winters and his teammates enter alien-infested territory with two goals: destroy the alien menace and make sure the generators are working.



Mission Type:

Defend

Mission Briefing:

Most of the power running into Bastion comes from the steam-powered generators. The hostiles are reportedly converging on this location. Get in there and stop them before they cut power to half the city.

Mission Details:

Defend the steam generation and water redistribution facilities
The aliens are trying to destroy the buildings and prevent the area from generating power
Kill all the aliens and make sure that the buildings don't get destroyed. Don't forget about repair grenades.

DEFEND THE OBJECTIVE
WAVE: 3
2/5
TROOPS
35%
DEFEND
PrimaOnline revived PRIMA ONLINE 88
17 m
LIVES 4
LIVES 3
05 025
LIVES 4

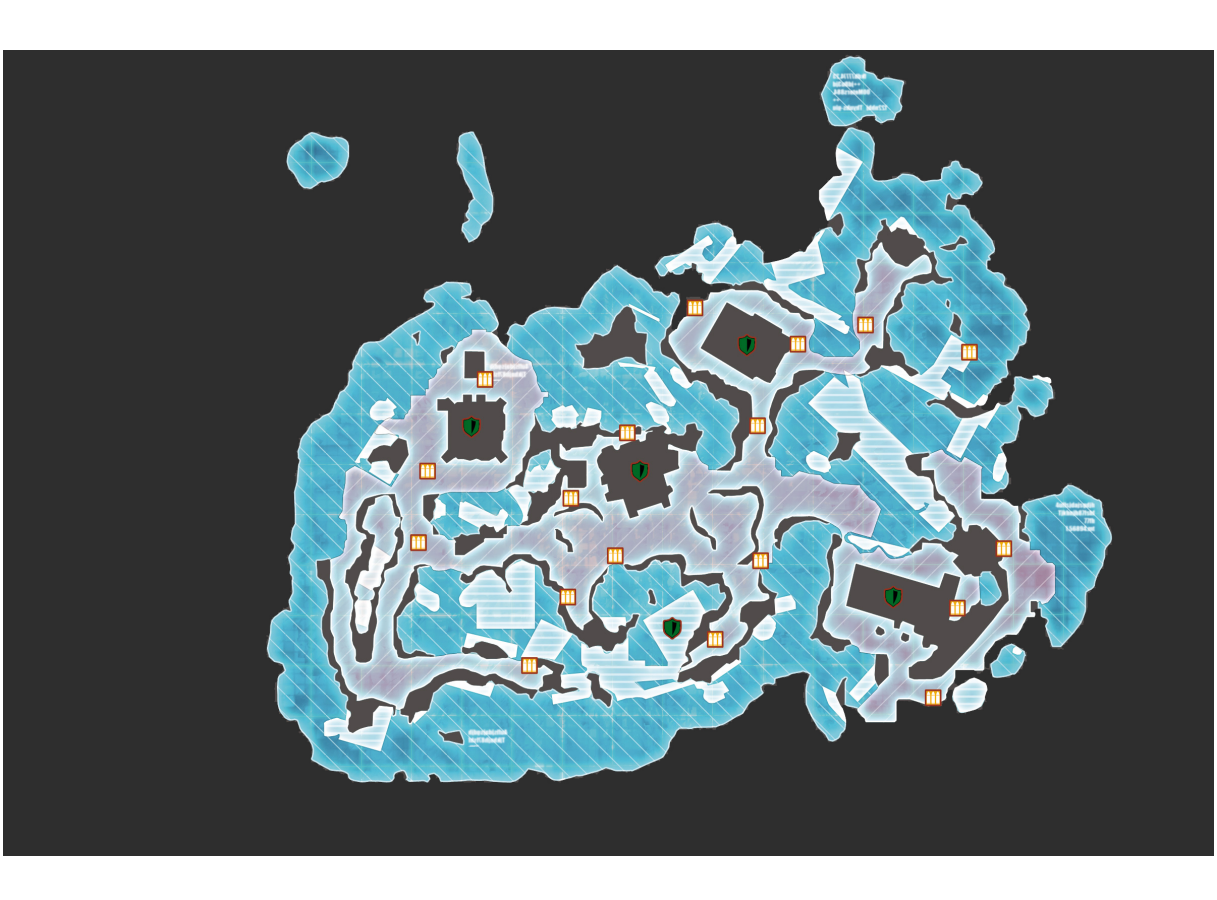
When defending the large generator, make an effort to minimize damaging the structure—the aliens do enough damage on their own without your help. When ravagers or wraiths cling to the generator, use the Magnet Gun to pull them away. The Pulse Grenade is also a very effective weapon here, killing most creatures with one shot while inflicting no damage on the structure. The two elevated platforms flanking the generator are good cover points. However, make sure your team occupies both spots to provide comprehensive protection. While repairing, be sure to target the upper part of the generator, near the cavern's ceiling. This part usually takes the heaviest damage. The chain-link fence at the base isn't part of the generator, but should still be repaired as it serves as a protective barrier.

DEFEND THE OBJECTIVES
WAVE: 4
28%
TROOPS
39%
DEFEND
12 m
8 m
LIVES 4
LIVES 3
06 024
LIVES 4

In alternate waves you must defend a series of five small generators contained within three separate structures. If you're not careful it's easy to spread yourself thin on this one. If you're only playing with one teammate, forget trying to defend all the generators and just focus on protecting the large structure containing three generators. At any given time, only one generator has to be active to continue the wave. If you have more manpower, make an effort to defend all the generators, particularly in the early waves. However, in the later waves, focus your defensive efforts on the large structure. This is the best way to focus your firepower and repairs in one location instead of trying to lock down two separate spots. Instead of just repairing the generators, repair the walls of the structure to provide a bit more protection. Also, consider posting a teammate on the catwalk system overhead to get a better view of the rooftop as well as any ravagers attacking from above.

Dust to Dust

Placed across an important transportation nexus, the town of Dust holds critical strategic importance for Red Faction in the ongoing fight. Snake guides the team to his old stomping grounds to clear the area.



Mission Type:

Defend

Mission Briefing :

People are being forced to the surface to escape the invasion. They won't last long if we can't get some temporary shelter set up. Get your squad to the surface and get that area prepped for refugees.

Mission Details:

Protect the ruins of Dust
The Red Faction is trying to rebuild Dust to shelter refugees
Ward off the attacking aliens while defending and repairing critical structures for the town

DEFEND THE OBJECTIVE
WAVE: 4
79%
TROOPS
91%
DEFEND
PrimaOnline
LIVES 4
LIVES 3
07 063
LIVES 4

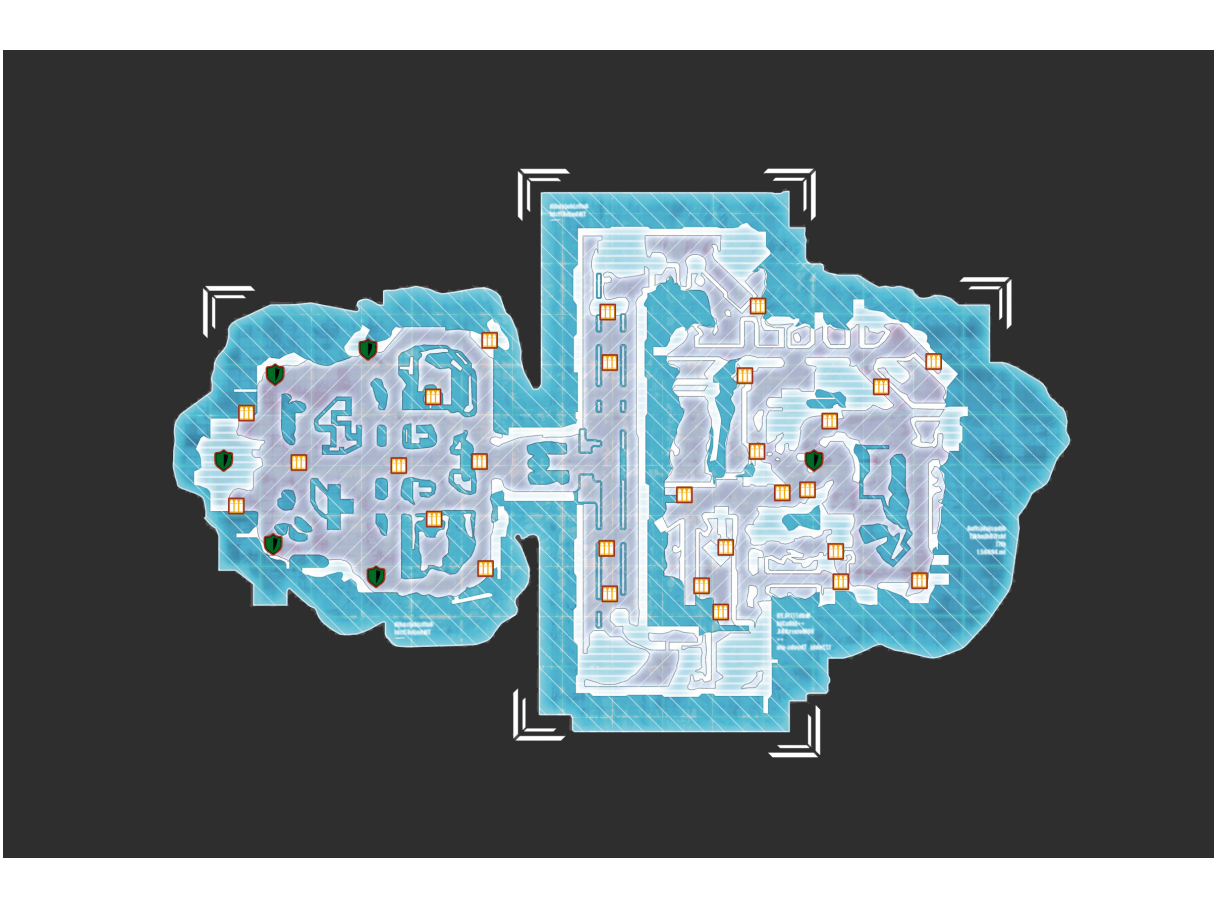
In this mission, you must defend a variety of structures in the abandoned surface town of Dust. You only need to defend one structure per wave, however. The structures vary wildly in size. The larger structures can take a bit more damage than the smaller ones. Instead of gauging durability based on the size of each building, pay close attention to the damage inflicted. Although large structures can usually withstand heavy damage, if critical supports and the load-bearing outer walls are destroyed, the whole building can come crashing down. Conduct constant patrols around the perimeter of each building, regardless of size, and keep firing repair grenades to restore the damaged sections.

DEFEND THE OBJECTIVE
WAVE: 6
22%
TROOPS
59%
DEFEND
LIVES 2
LIVES 0
04 038
LIVES 3

In most waves the bugs attack at close range. Creepers crawl around your ankles while ravagers cling to the nearby rock walls and bombard the structure. The Shotgun is perfect for taking out these enemies, particularly in the early waves. For best results, blast the bugs at close range to take them out with a single Shotgun blast. But the Shotgun is only effective at close range, so once the Assault Rifle and Nano Rifle are available, use them to quickly pick off more distant threats. Some ravagers prefer to bombard the structures from long range. Hunt down these hostiles and eliminate them before they can inflict any more damage. Still, stay focused on the objective and don't let the bugs draw you too far away.

Harvest

Corvallis leads the team to a Marauder monastery overrun by the alien menace. The team has to bring the generators in the monastery online and hold them while a group of Marauder troops gets the force fields in the area working.



Mission Type:

Defend

Mission Briefing:

The Marauders have asked for our help in taking back one of their power plants. You'll need to storm the plant and get the generators running once again. Good luck!

Mission Details:

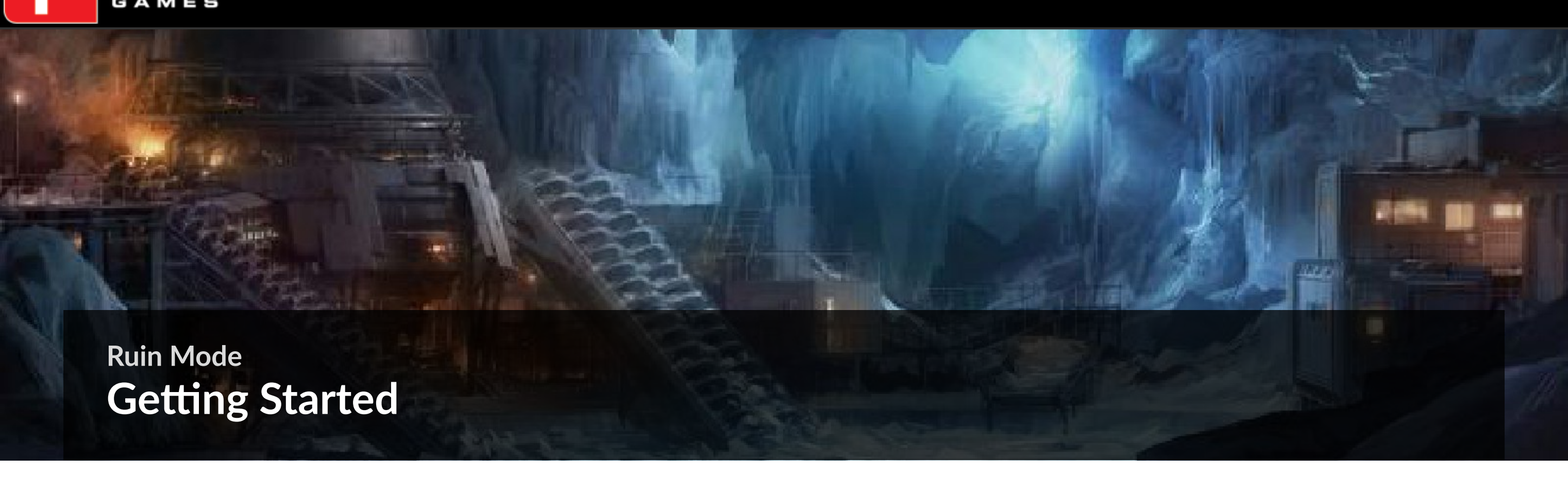
Protect the crystal harvest generators at the abandoned Marauder monastery
Aliens have taken over the area and are trying to destroy generators that are harvesting electricity from crystals
Destroy the aliens, defend the harvest, and give humanity a fighting chance

DEFEND THE OBJECTIVES
WAVE: 1
18%
TROOPS
79%
DEFEND
PRIMA ONLINE 88
8 m
LIVES 4
LIVES 3
06 035
LIVES 4

The first set of crystal harvest generators are located on the monastery's ground floor. There are a total of five generators here you must defend against the alien attack. Each generator is tucked away into its own alcove on the perimeter of the floor. These alcoves help protect the generators from attack, but they also make it difficult to repair them, requiring you to enter the alcove and accurately fire a repair grenade where they once stood—use the yellow repair brackets on the HUD to pinpoint these locations. The generators are extremely fragile, exploding after a single hit from hostile fire. Stay on the move and repair the generators as they're destroyed. Also, repair the surrounding walls to afford them a bit more protection. If you have the manpower, task one teammate to simply race around and repair these generators while the rest of the team focuses on killing bugs—keeping these generators running is a full-time job.

DEFEND THE OBJECTIVES
WAVE: 4
53%
TROOPS
100%
DEFEND
7 m
11
LIVES 4
06 028
LIVES 4

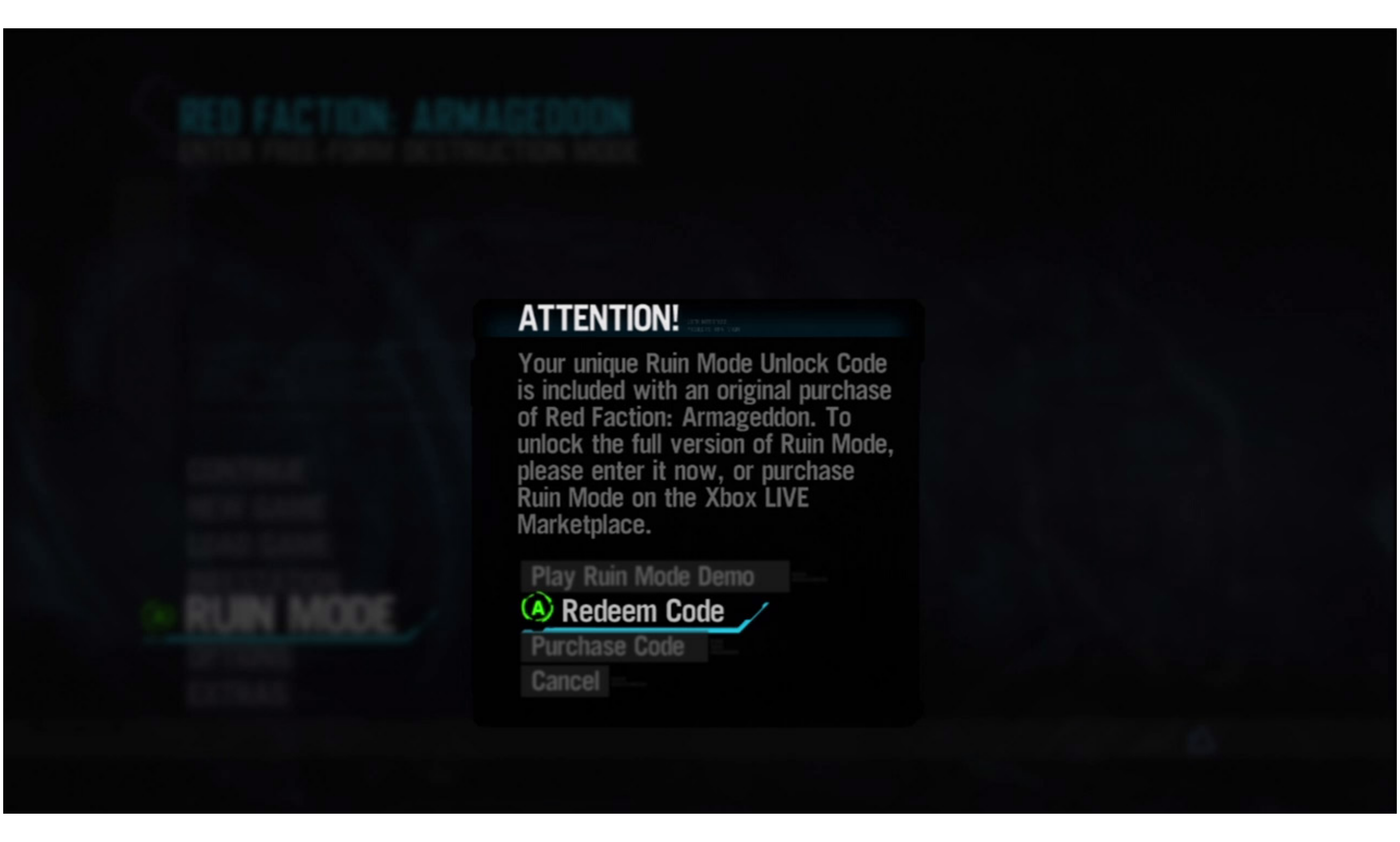
In alternate waves you must defend six generators located in three separate hallways within a tower-like structure. Unfortunately, each hallway is on a different floor of the tower requiring careful coordination and division of labor. Instead of racing from one set of generators to the next, post a teammate on each floor of the tower. A fourth teammate can serve as a rover, rushing between the three floors to offer assistance or revive fallen teammates. The distant locations of the generators spreads out the enemy, making it relatively easy for one teammate to guard each floor—the Shotgun and Impact work well. However, as you progress through the waves you may want to consider consolidating your team on two or even one floor. To outlast the wave, only one generator needs to be functioning at any given time. By guarding only one floor, you can increase the chances of keeping two generators active. But as you consolidate on one floor, so does the enemy, especially if the generators on the other floors have been destroyed.



Ruin Mode

Getting Started

Feel the need to rain down destruction? Then Ruin Mode is just what you're looking for. Ruin Mode showcases Armageddon's powerful and realistic physics engine, allowing you to reduce entire maps to rubble using the game's devastating weapons.



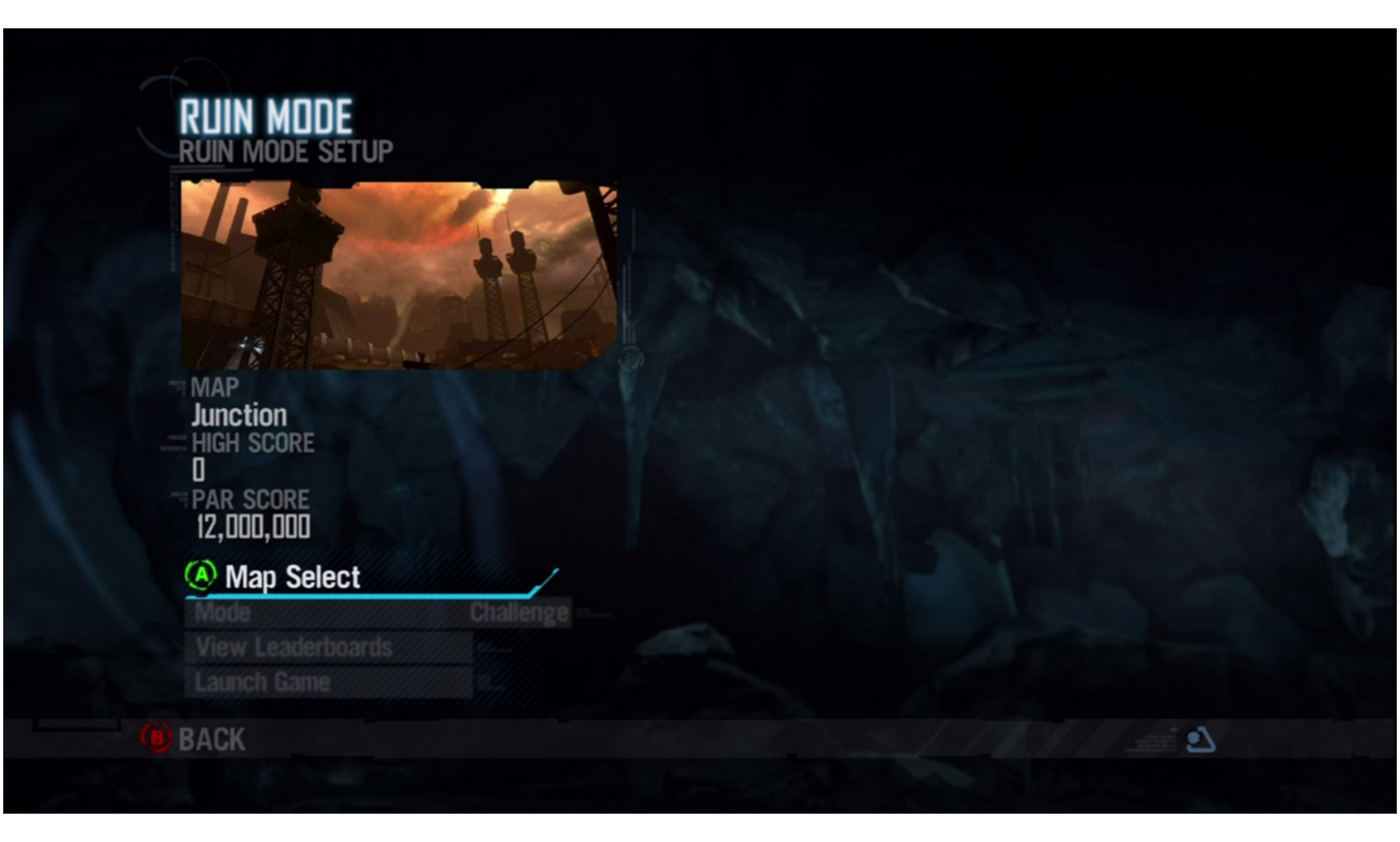
ATTENTION!

Your unique Ruin Mode Unlock Code is included with an original purchase of Red Faction: Armageddon. To unlock the full version of Ruin Mode, please enter it now, or purchase Ruin Mode on the Xbox LIVE Marketplace.

Choose the Redeem Code option and then input your unique code to unlock Ruin Mode.

Initially, Ruin Mode is a locked feature. Your unique Ruin Mode unlock code is included with an original purchase of Red Faction: Armageddon. To unlock this feature, select Ruin Mode from the Main menu, then choose the Redeem Code option. Here you can input your code and unlock Ruin Mode. If you've rented, borrowed, or purchased a used copy of the game, the unlock code may have already been redeemed. In this case you can purchase a new code—select the Purchase Code option. Whether you have a code or not, you can still play a demo version of Ruin Mode, allowing you to sample the Junction map in the game's addictive Challenge mode.

Setup and Game Modes



RUIN MODE
RUIN MODE SETUP

MAP
Junction
HIGH SCORE
0
PAR SCORE
12,000,000

Before launching a game, select a map and game mode from the Setup screen.

Once you've entered Ruin Mode, you're sent to the Setup screen where you can choose a map, view the leaderboards, and select from two game modes. When first starting, only the Junction map is available. To unlock other maps, you must play the Challenge mode and exceed the par scores of each map—but more on that later. Every time you post a score in Challenge mode, your score is added to the global leaderboards, tracking players around the world. This allows you to see how you stack up against the community as well as your friends. Once you've selected a map and game mode, choose the Launch Game option to begin playing. But before jumping into a game, take a moment to review the two different game modes.

Free Play

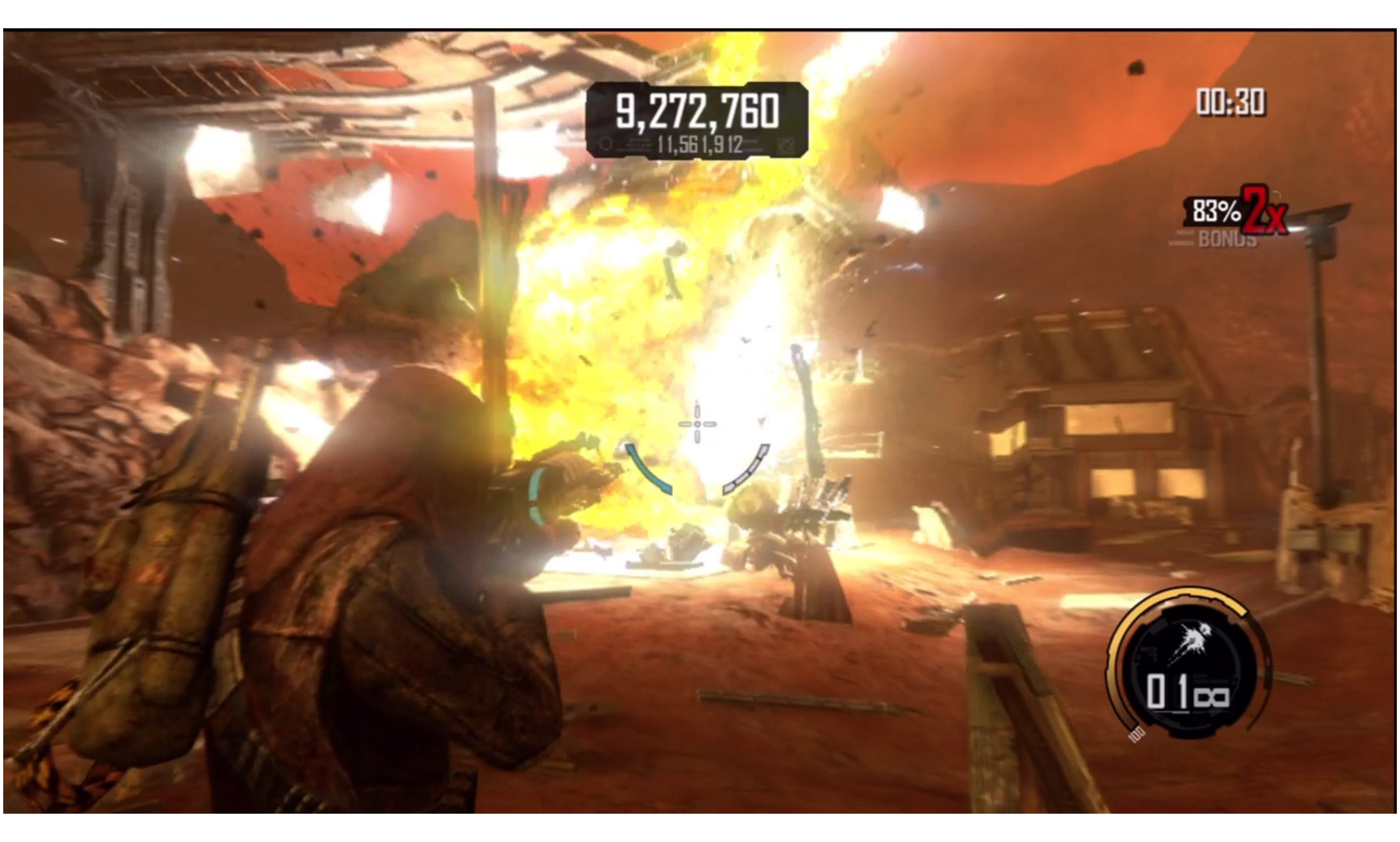
There are no time limits or scoring requirements in Free Play. Use this opportunity to experiment with weapons and tactics.

In Free Play, you can roam around a map with no time restrictions or scoring requirements. Simply take your time tearing apart the structures on the map and experimenting with different weapons. This is a good way to get familiar with a map before making a run in Challenge mode. Make note of the different structures, particularly those near the starting point. Also, take inventory of the different red barrels and storage tanks. Sometimes targeting these volatile objects can set off chain reactions of explosions, inflicting massive damage to nearby structures. If you've completely demolished a level and wish to continue, pause the game and choose the Reset Map option. This restores all the structures you've destroyed, allowing you to start over.

Note

Beat the par score on the Frontier map to unlock a LEO Exo suit for use in Free Play. The LEO's rockets and shoulder bash attacks dish out some serious damage.

Challenge



In Challenge mode, keep the destruction rolling to establish and maintain a 2X bonus multiplier.

In Challenge mode, the goal is to destroy as many structures as possible in the time allotted. Here's a breakdown of the basic rules:

Earn points by causing destruction to man-made structures and objects.
Beat the par score to unlock a new map and earn a time bonus. Different targets award different amounts of points—find the best.
Earn points continuously to keep the bonus multiplier.

At the start of a Challenge mode round, the clock starts ticking, as indicated by the timer in the top right corner of the screen. On all maps you begin with 60 seconds. However, you can earn a 15-second time bonus if you exceed the map's par score. Make the most of your time and start demolishing structures as quickly as possible. For every piece of damage you inflict, you're awarded points. You can benefit from a bonus multiplier by continuously dropping one structure after another, so speed is key. The bonus multiplier appears on the right side of the screen, just below the timer. Quickly destroying a number of structures causes the multiplier to increase. But any lulls in destruction causes the multiplier to drop. Try to keep the multiplier at 2X throughout your run to maximize your points. If you manage to exceed a map's par score (shown at the top of the screen), you unlock a new map at the conclusion of the round.

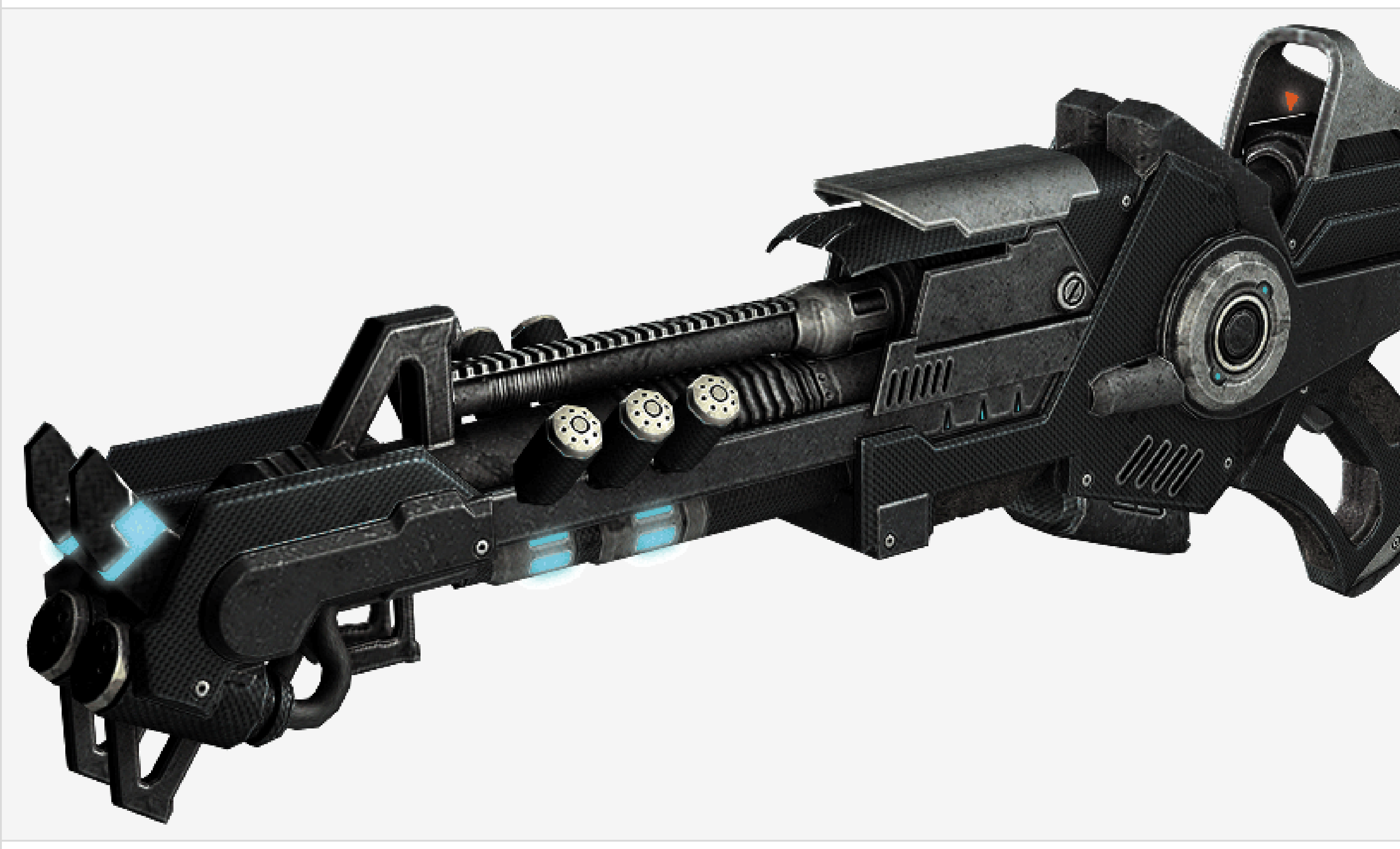
Weapon Selection

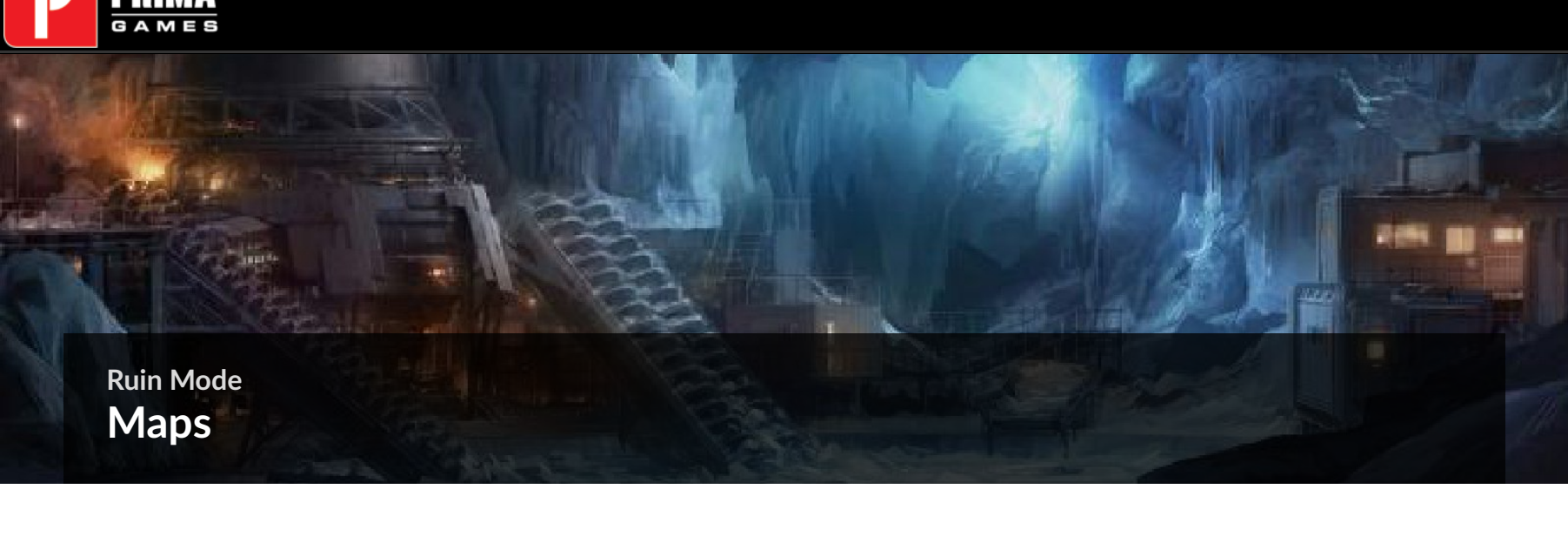
Whether playing Free Play or Challenge, you must select your weapons at the start of each round. As in the campaign, you can carry a maximum of four weapons. But if you're not satisfied with your choices, you can access weapons lockers on each map to adjust your arsenal. Here's a quick look at the weapons available in Ruin Mode, along with some tips.

Tip

In addition to the weapons, you can also use the Nano Forge's Impact ability to quickly blast holes through walls and other nearby structures.

Ruin Mode Weapons

Image




Ruin Mode

Maps

There are five maps in Ruin Mode, however, only Junction is available at the start. While playing in Challenge mode, you must beat Junction's par score to unlock the next map.

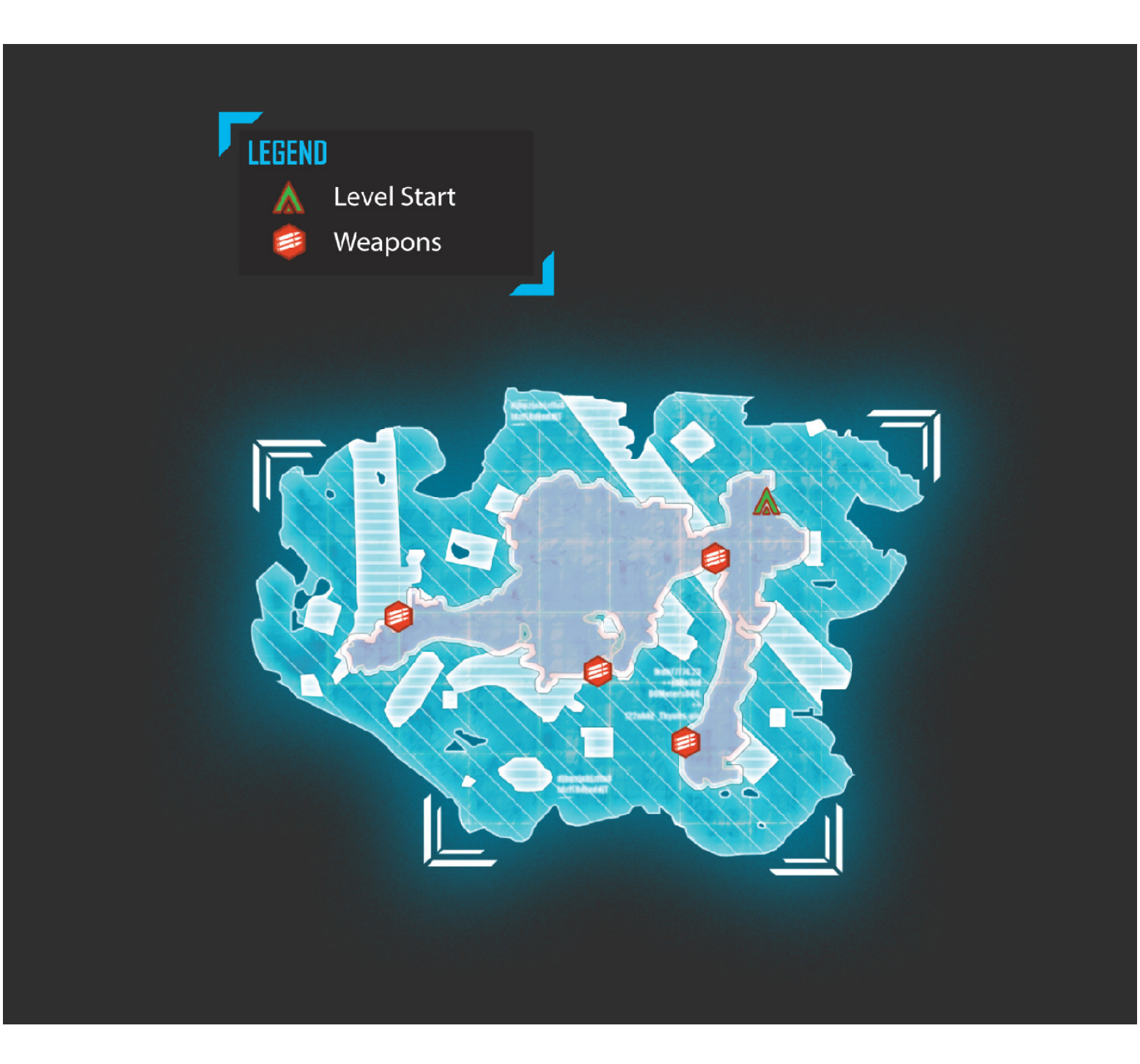
Continue beating the par score for each map to unlock more maps. In this section, we take a close look at each map as well as offer some tactics for beating each map's par score in Challenge mode.

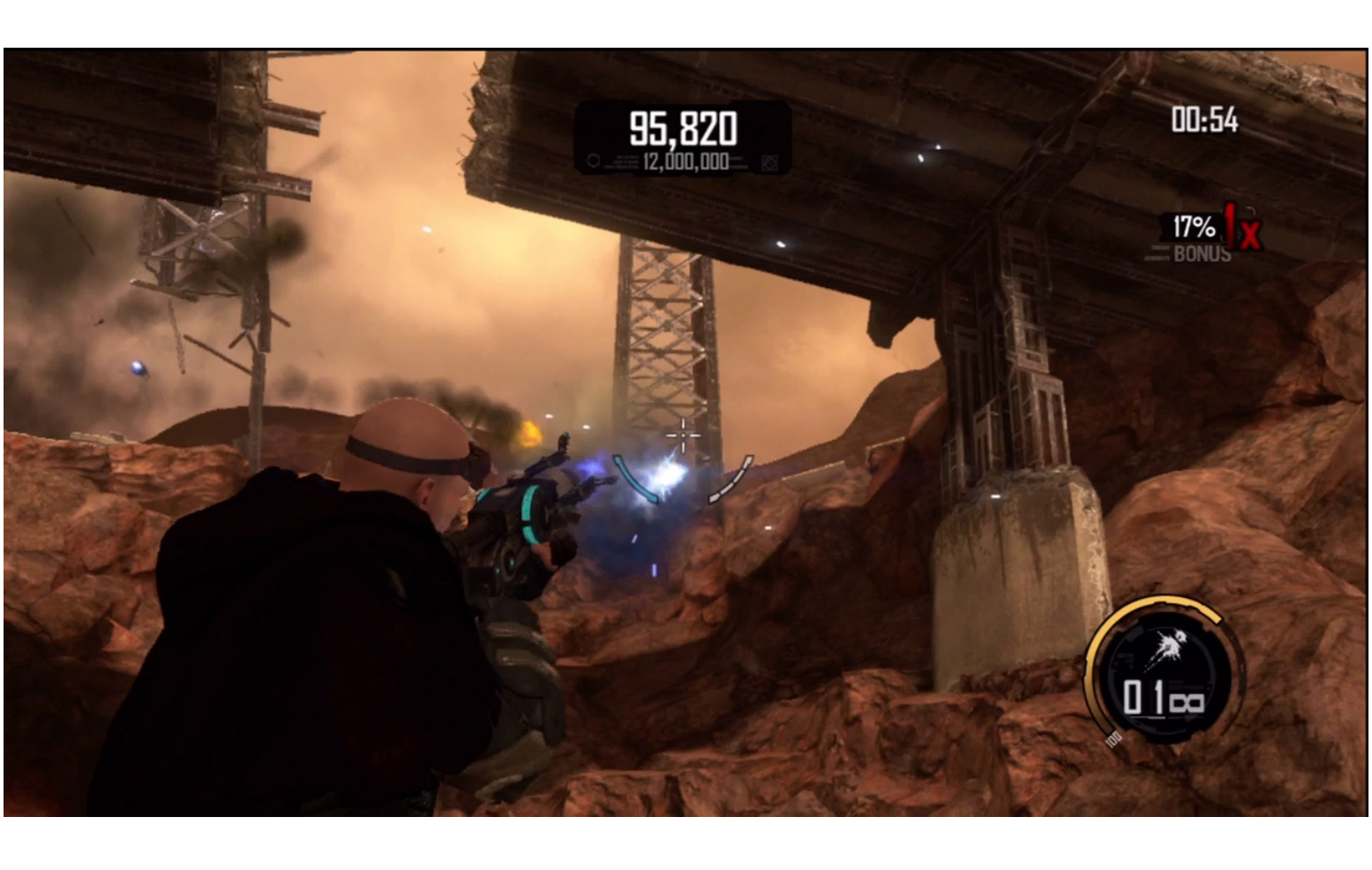
Junction

Par Score: 12,000,000

Unlocked Reward: Desolation Map

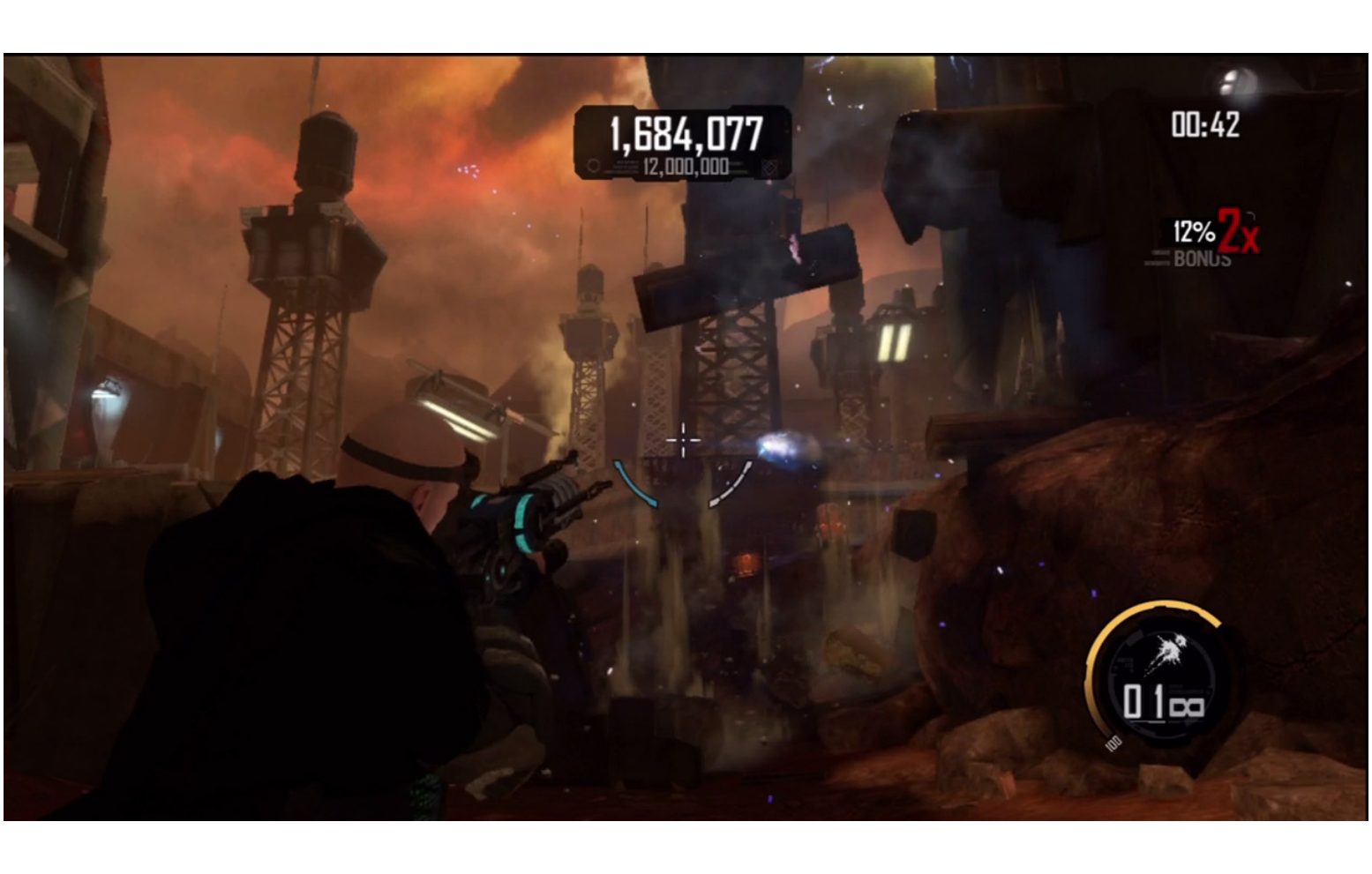
Recommended Weapon: Plasma Cannon





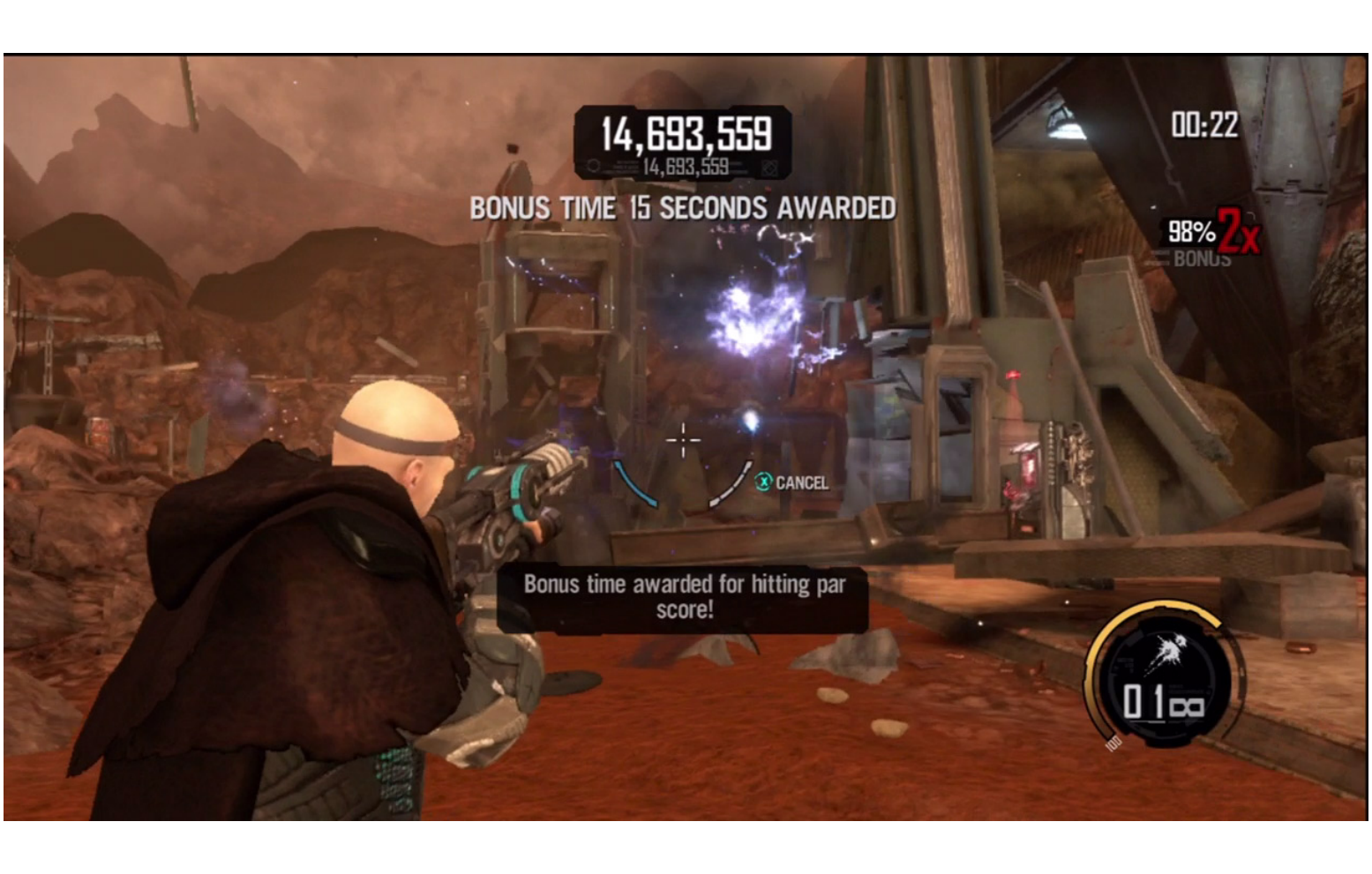
As soon as the round begins, turn around and attack the two distant solar towers as well as the nearby overpass. All it takes is one shot with the Plasma Cannon to topple each tower—and don't forget to hit the red tanks between the two towers as well. The damaged overpass is also a source of some good points.

Blow away the two vertical supports propping up each section of roadway to make the overpass sections collapse. Eliminating these targets should only take a few seconds, but it's a great way to boost the bonus multiplier to 2X.



Next, turn around, facing the wall. Line up your next Plasma Cannon shot so it passes through the wall and continues into one of the nearby solar towers. Toppling the various solar towers here nets you big points and keeps the bonus multiplier at 2X. One Plasma Cannon shot fired at the base of each tower is sufficient.

So take aim, fire, and then immediately take aim at the next tower. Any hesitation causes the bonus multiplier to drop, seriously hampering your final score. Keep the towers falling, one after another. Most of the towers are also surrounded by explosive barrels and tanks. These smaller objects are worth points too, so be sure to destroy them all.



Bonus time awarded for hitting par score!

If you toppled the solar towers in quick succession, your score should already exceed the par score, giving you 15 more seconds to dish out some damage. Quickly survey the surroundings and target anything left standing. The wall and guard towers near the starting position offer up some easy points, but don't take long to pick out your targets.

It's important to keep the bonus multiplier at 2X, so keep the destruction rolling even as you scour for more targets. Top the par score of 12,000,000 points to unlock Desolation—a new map for you to demolish.

Note

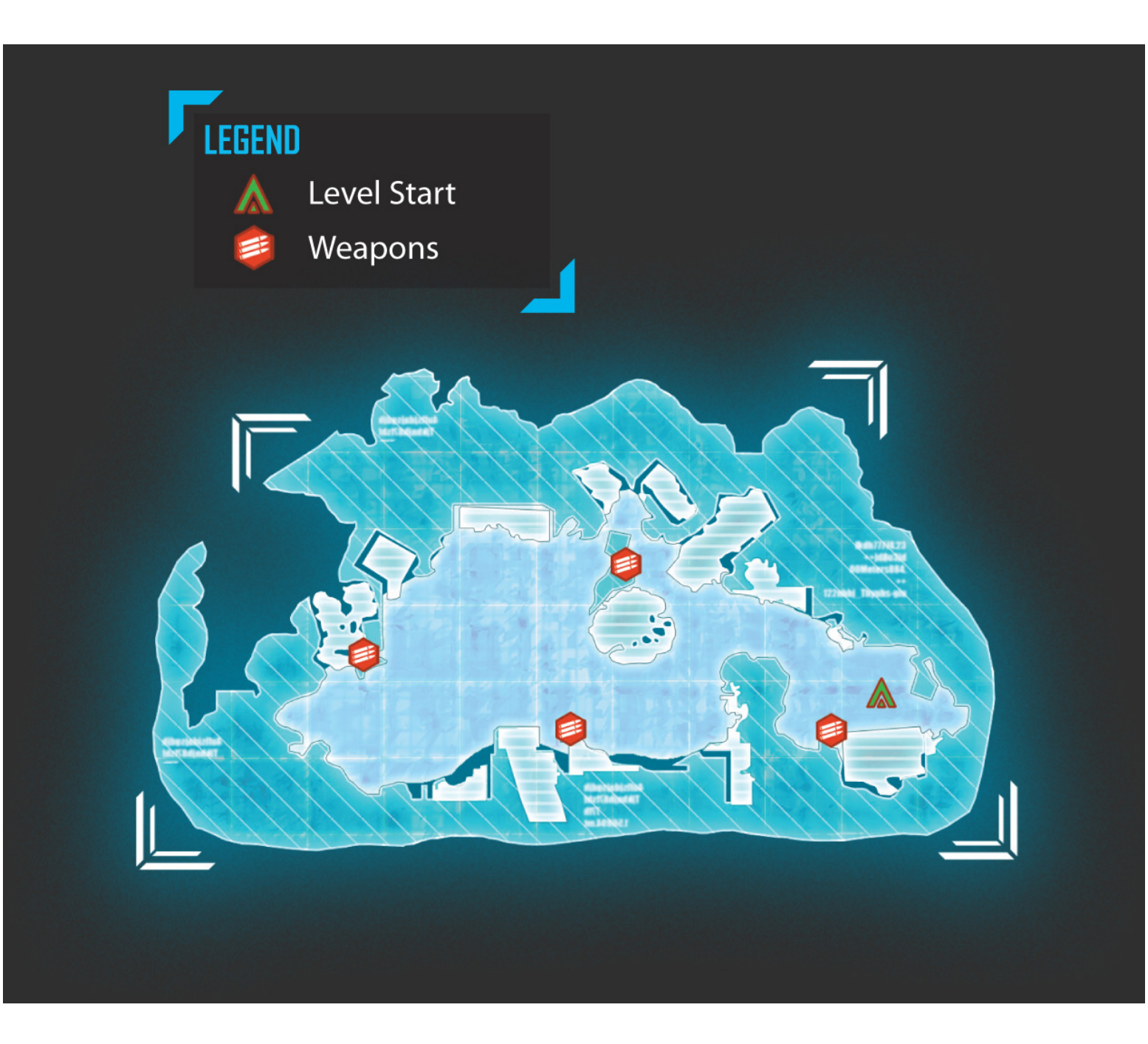
In Ruin Mode, falling rubble cannot harm you, so don't worry about accidentally dropping a structure on top of your head.

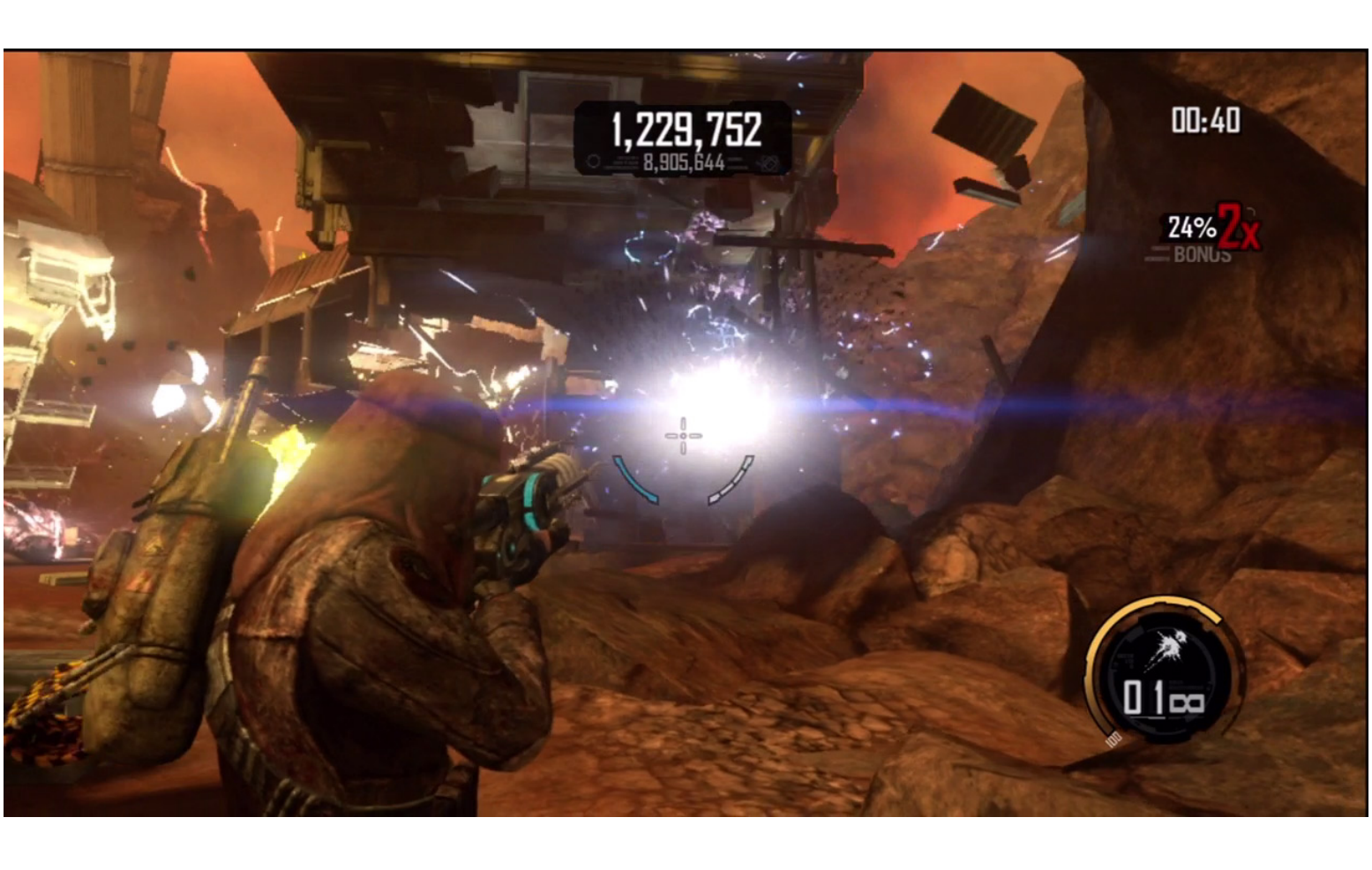
Desolation

Par Score: 8,000,000

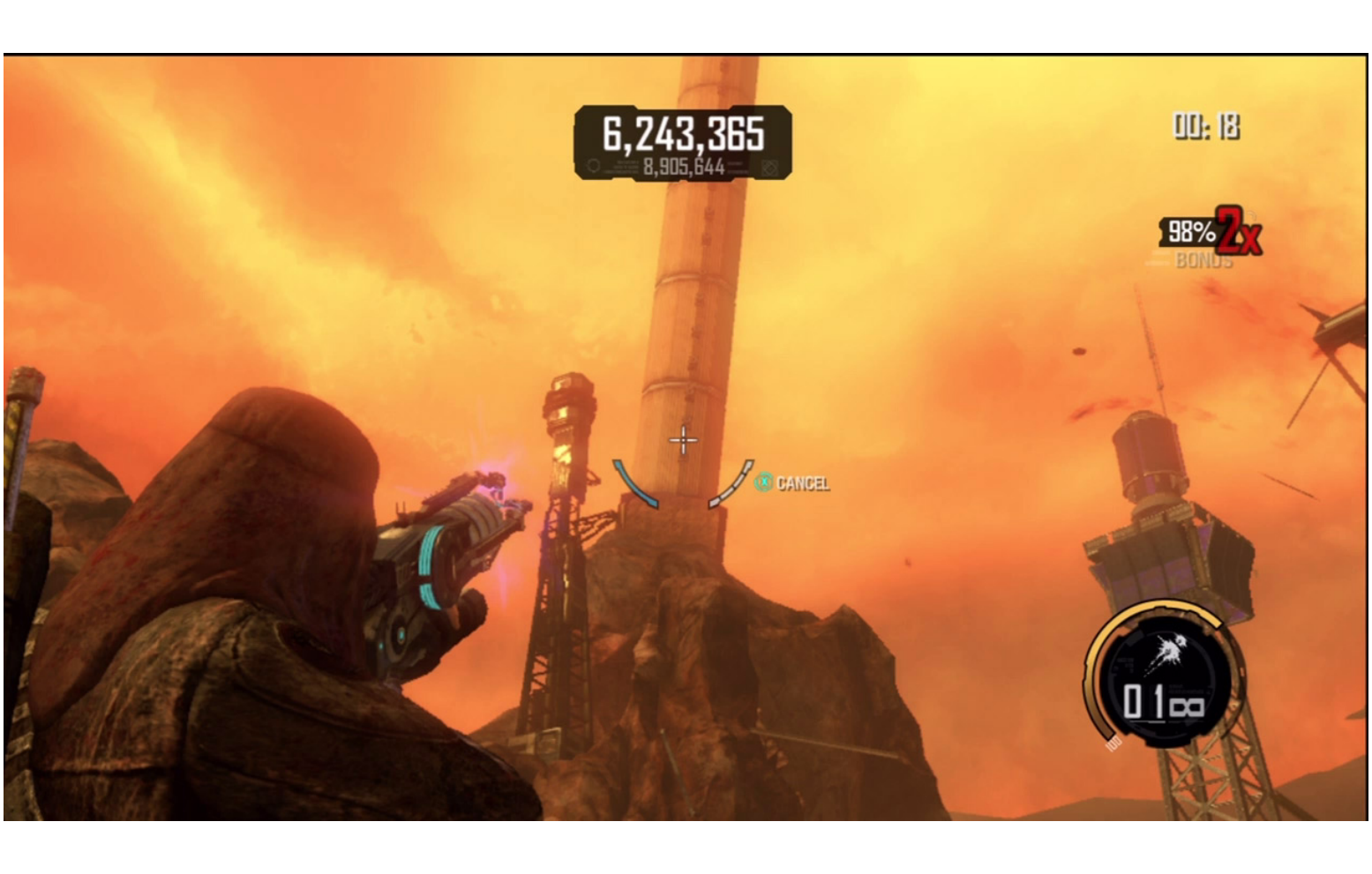
Unlocked Reward: Eviction Map

Recommended Weapon: Plasma Cannon/Singularity Cannon

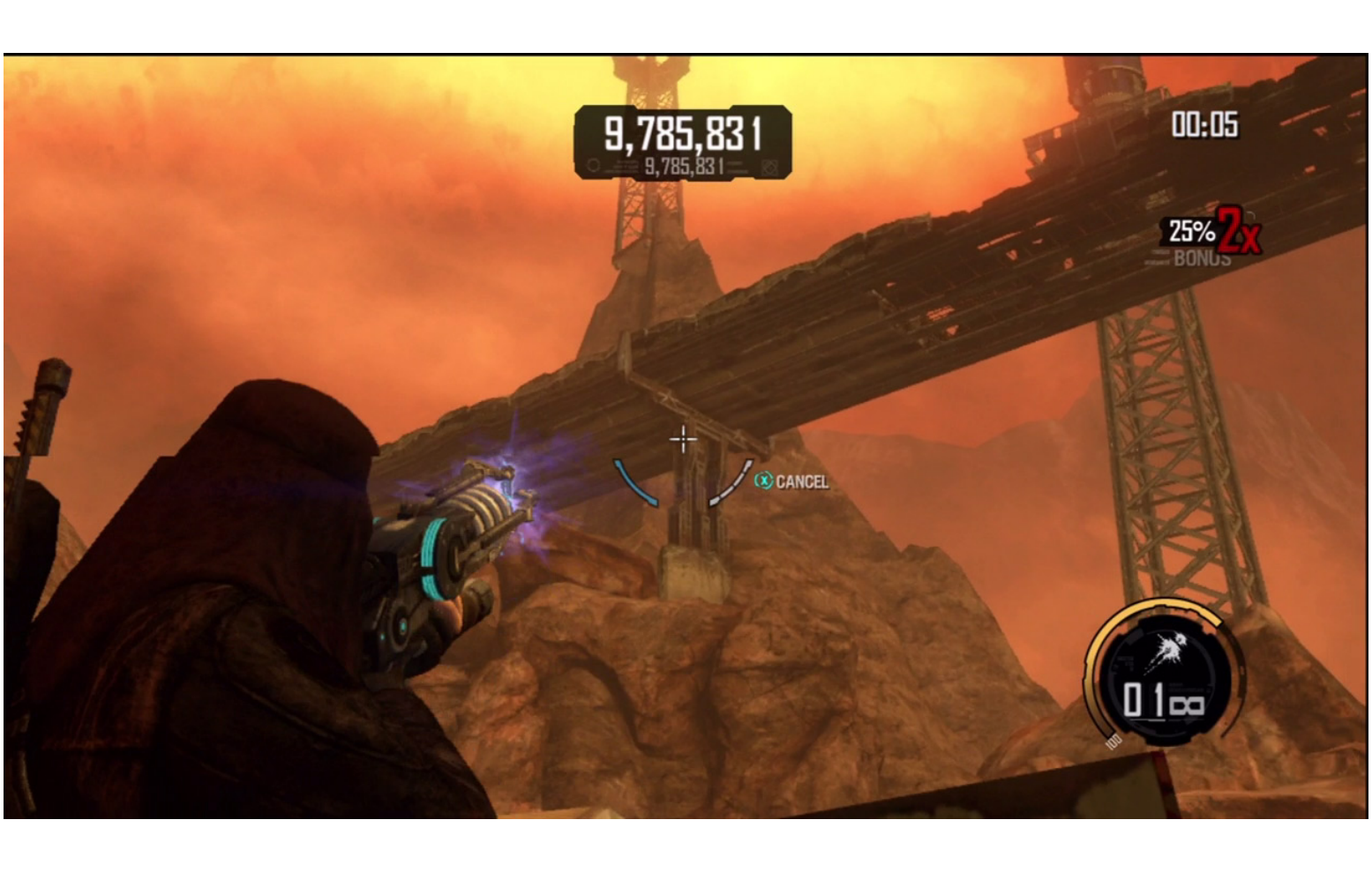




At the start of the round, turn around and take out the solar tower behind you. Next, face the weapons locker and begin driving plasma bolts through the large buildings flanking the path ahead. The Plasma Cannon is perfect for demolishing these large buildings. Simply wipe out the lower walls and let gravity do the rest. This is a great way to boost the bonus multiplier to 2X.



In addition to a few solar towers, this map also features several massive cylindrical tower-like structures dotting the horizon. To maximize destruction, aim for the base of these towers. The Plasma Cannon's bolts can completely annihilate the base, causing the rest of the tower to come tumbling down. As soon as you send one bolt zooming toward a tower's base, pull the trigger and target the next tower. Instead of admiring the destruction, keep shooting and destroying towers to maintain your 2X bonus multiplier.



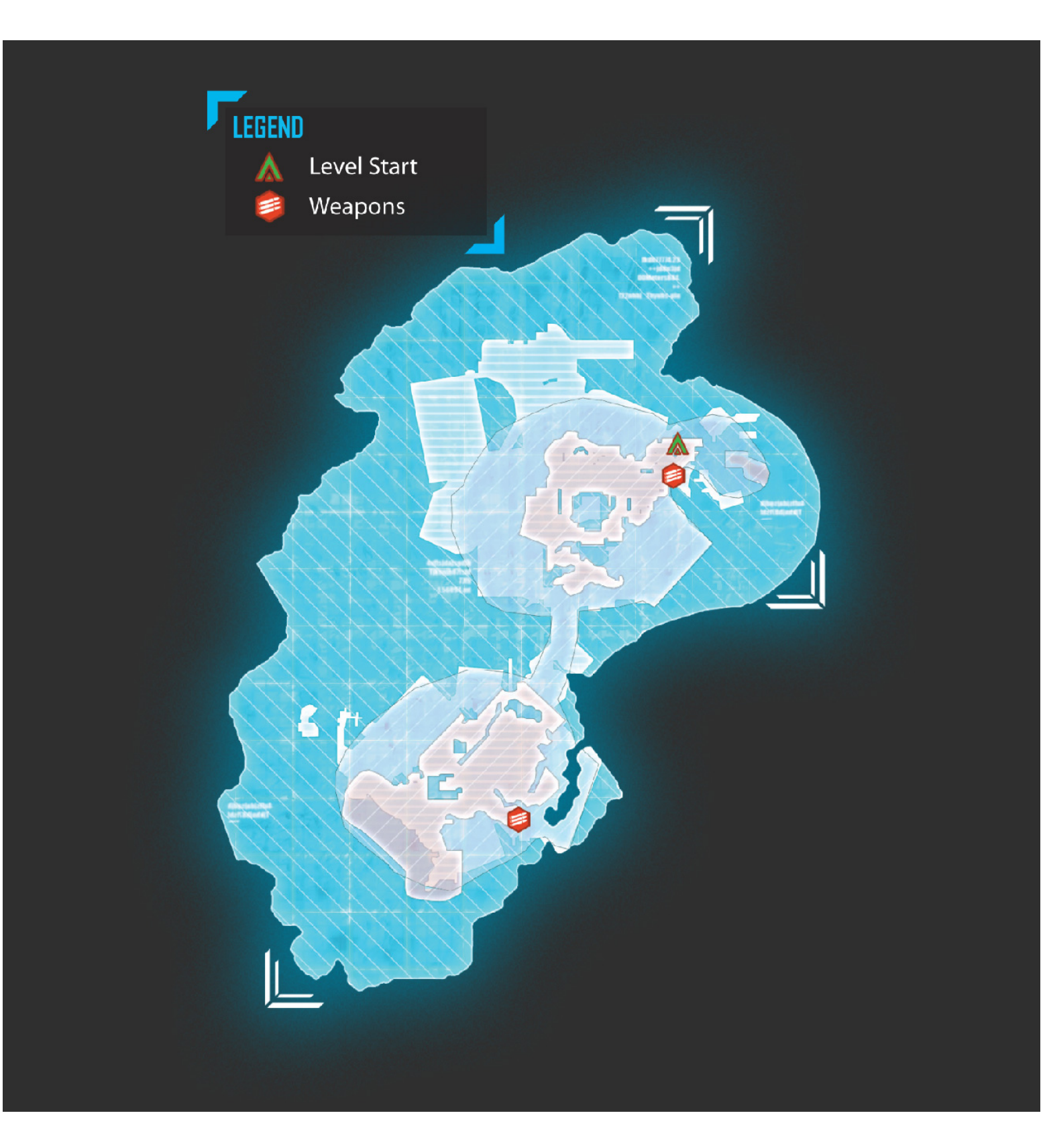
As time winds down, turn toward this massive elevated roadway, not far from the starting position. This precarious roadway is propped up by one single vertical support. Take careful aim at this support to cause the whole roadway to come tumbling down. It isn't worth a ton of points, but the destruction caused with one plasma bolt is impressive. Finish the round by targeting any remaining targets and structures. If you exceed the par score you unlock the Eviction map.

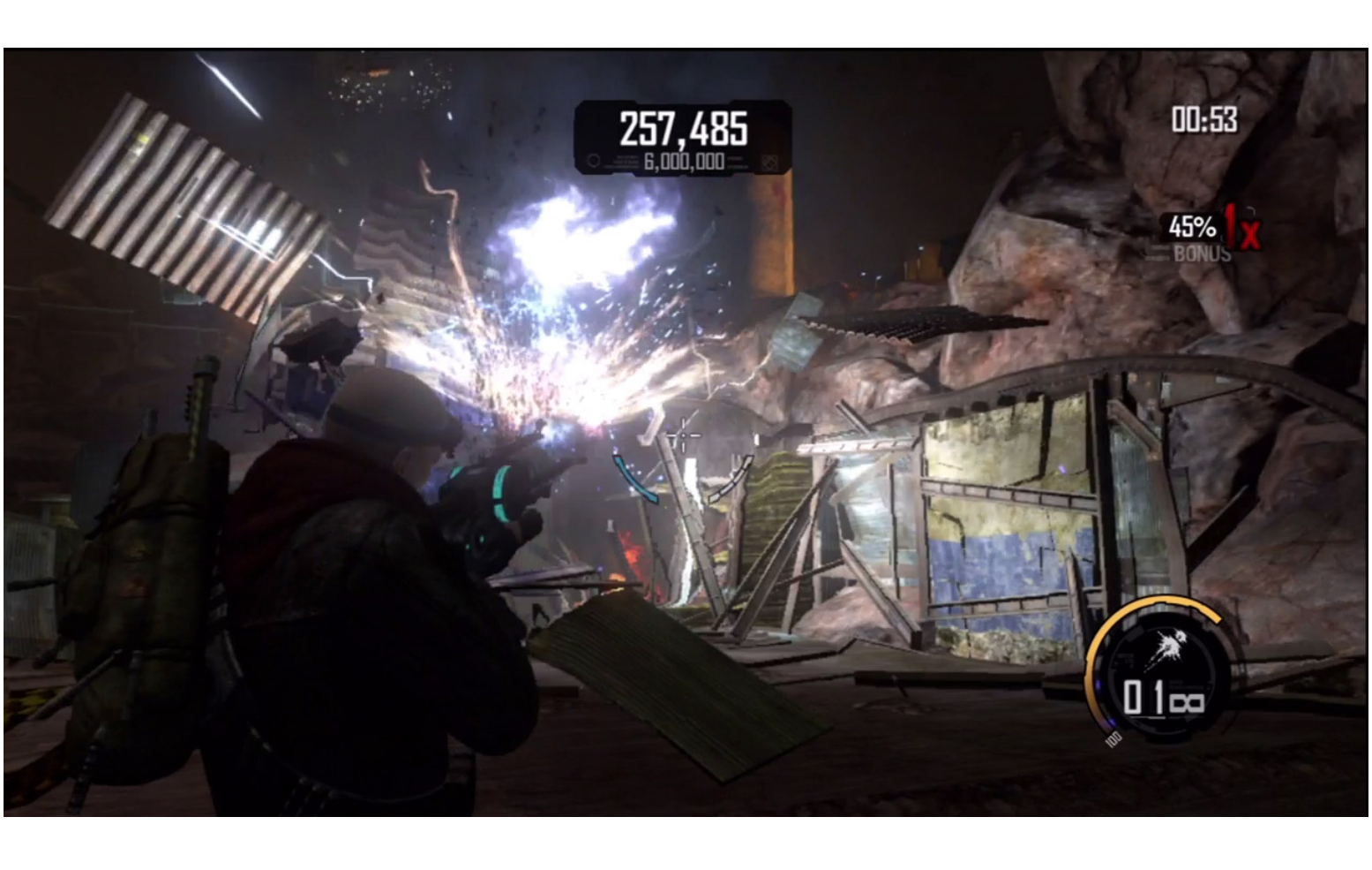
Eviction

Par Score: 6,000,000

Unlocked Reward: Abandoned Map

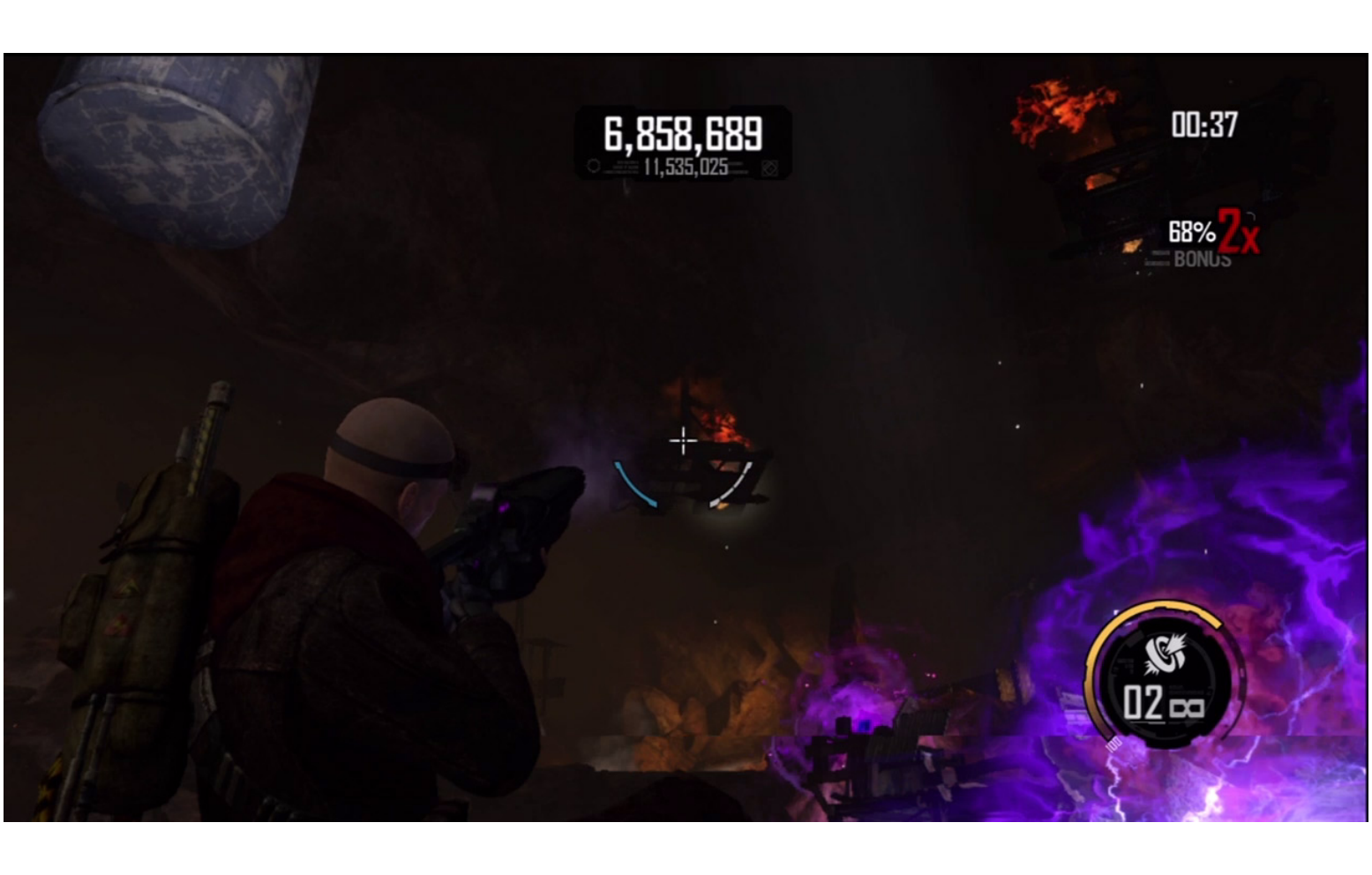
Recommended Weapon: Plasma Cannon/Singularity Cannon



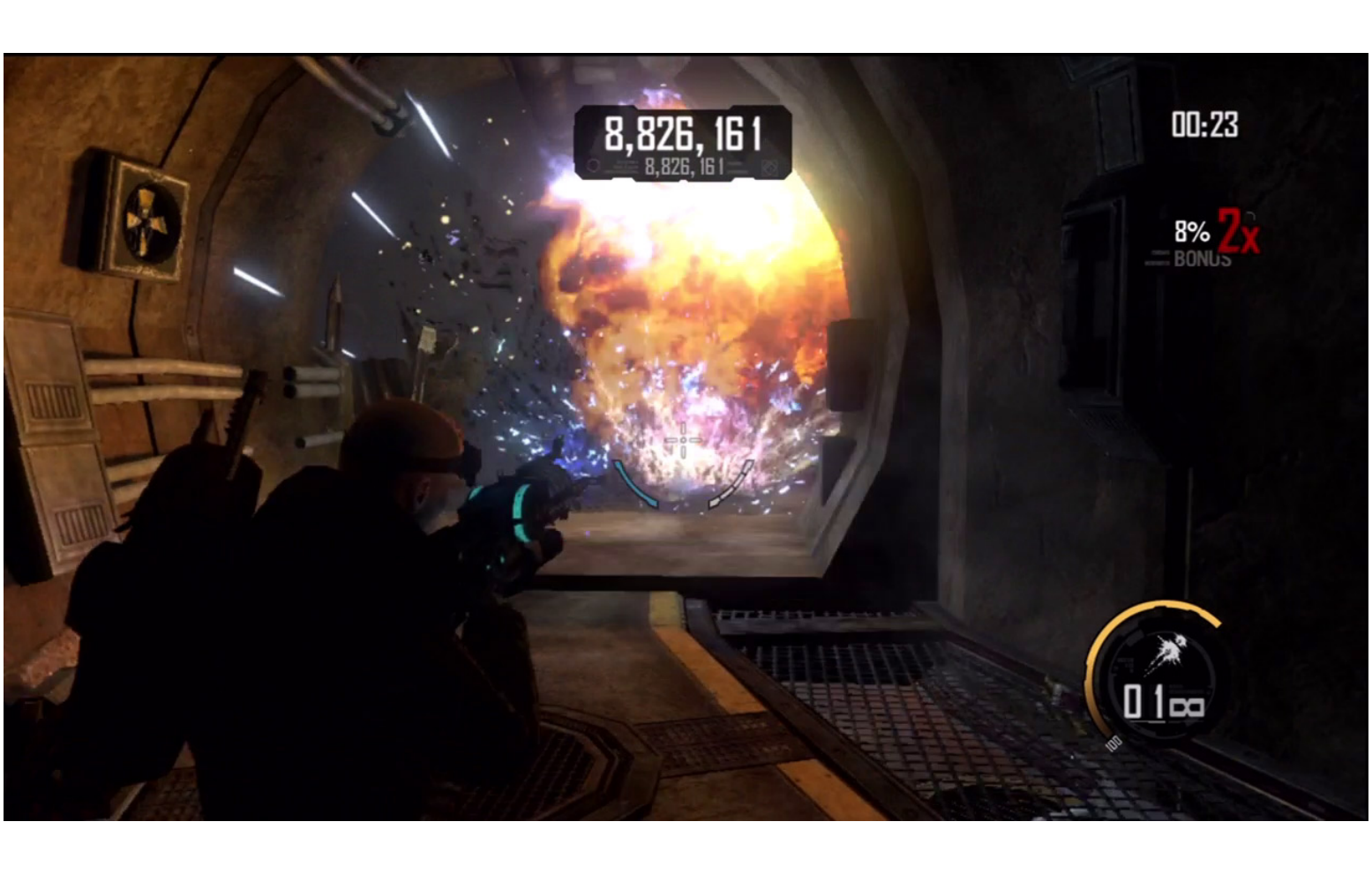


The mining camp is filled with tons of flimsy structures constructed from scraps of sheet metal. Both the Plasma Cannon and Singularity Cannon can inflict a ton of damage here, but the Plasma Cannon has a slight edge due to its better penetration. At the start of the round, cut loose with your weapon of choice.

Target the structures on the cavern's floor, but don't forget about the buildings lining the upper level. Most of the structures contain (or are adjacent to) explosive barrels. Instead of targeting each barrel individually, simply line up your shots so your plasma bolt travels through these objects on the way through a structure.



Don't forget to look up. In the first chamber there are several platforms and a storage tank suspended from the ceiling. Hit each of these structures with a single shot from the Plasma Cannon or Singularity Cannon to take them out. Individually these objects aren't worth a ton of points, but destroying them helps you maintain the bonus multiplier.



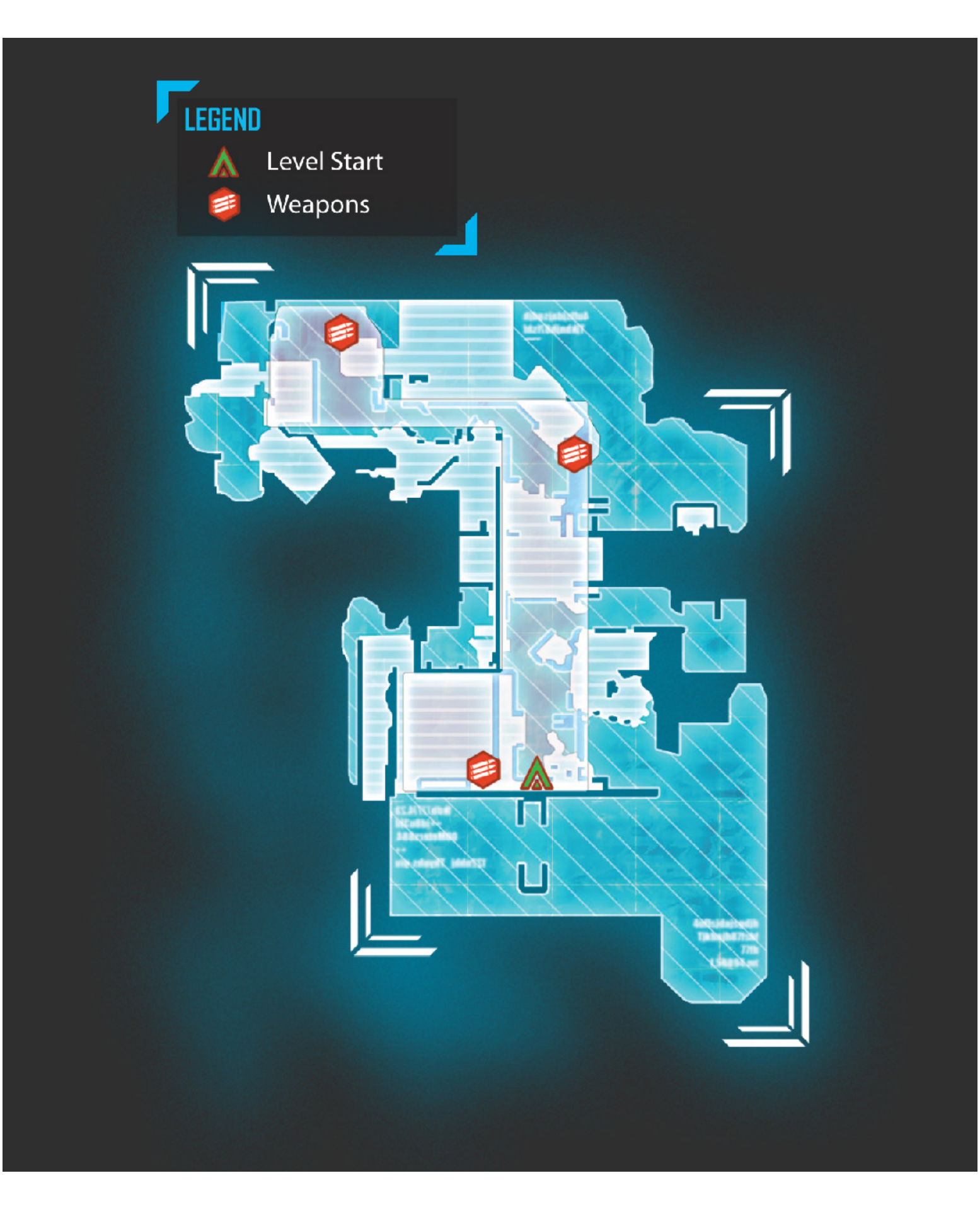
Once you've laid waste to the structures in the first chamber, turn toward this tunnel. Before entering the tunnel, fire a shot to detonate a line of explosive containers—simply hitting one sets off the rest like a string of firecrackers. Inside the next chamber there are more flimsy structures to target. Plow through each of the targets using the Plasma Cannon and keep shooting until time runs out. Beating the par score here unlocks the Abandoned map.

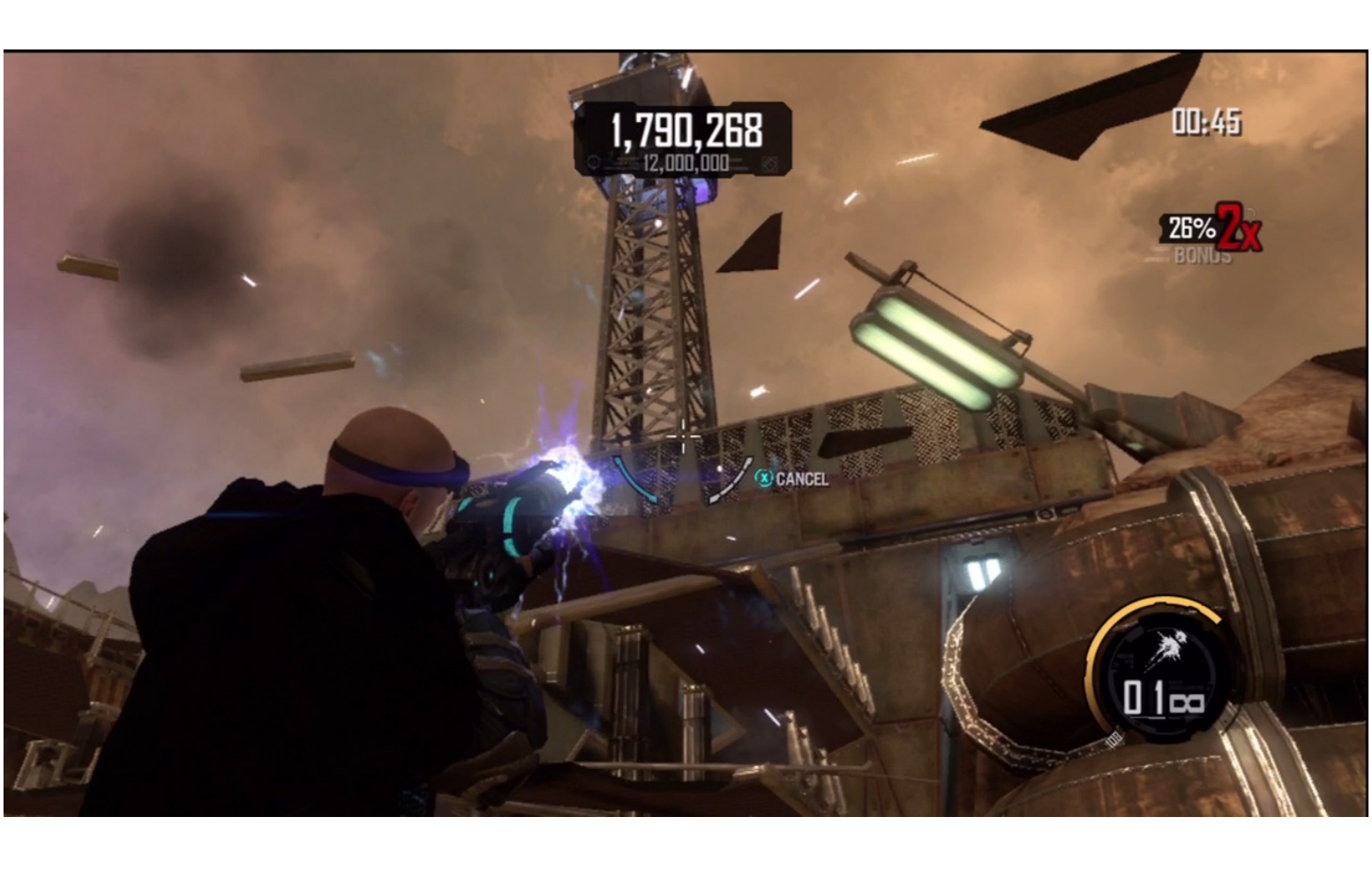
Abandoned

Par Score: 12,000,000

Unlocked Reward: Frontier Map

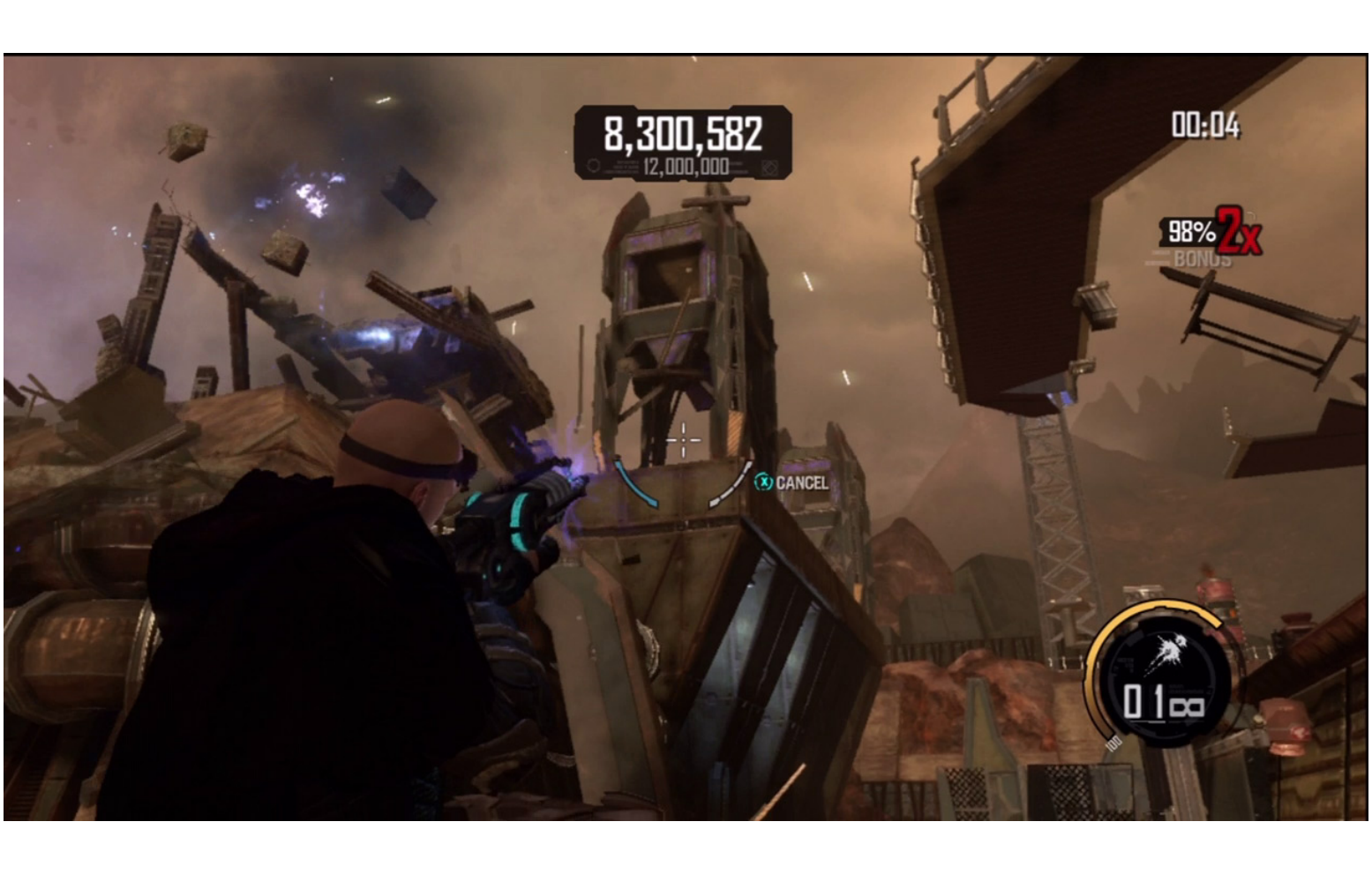
Recommended Weapon: Plasma Cannon





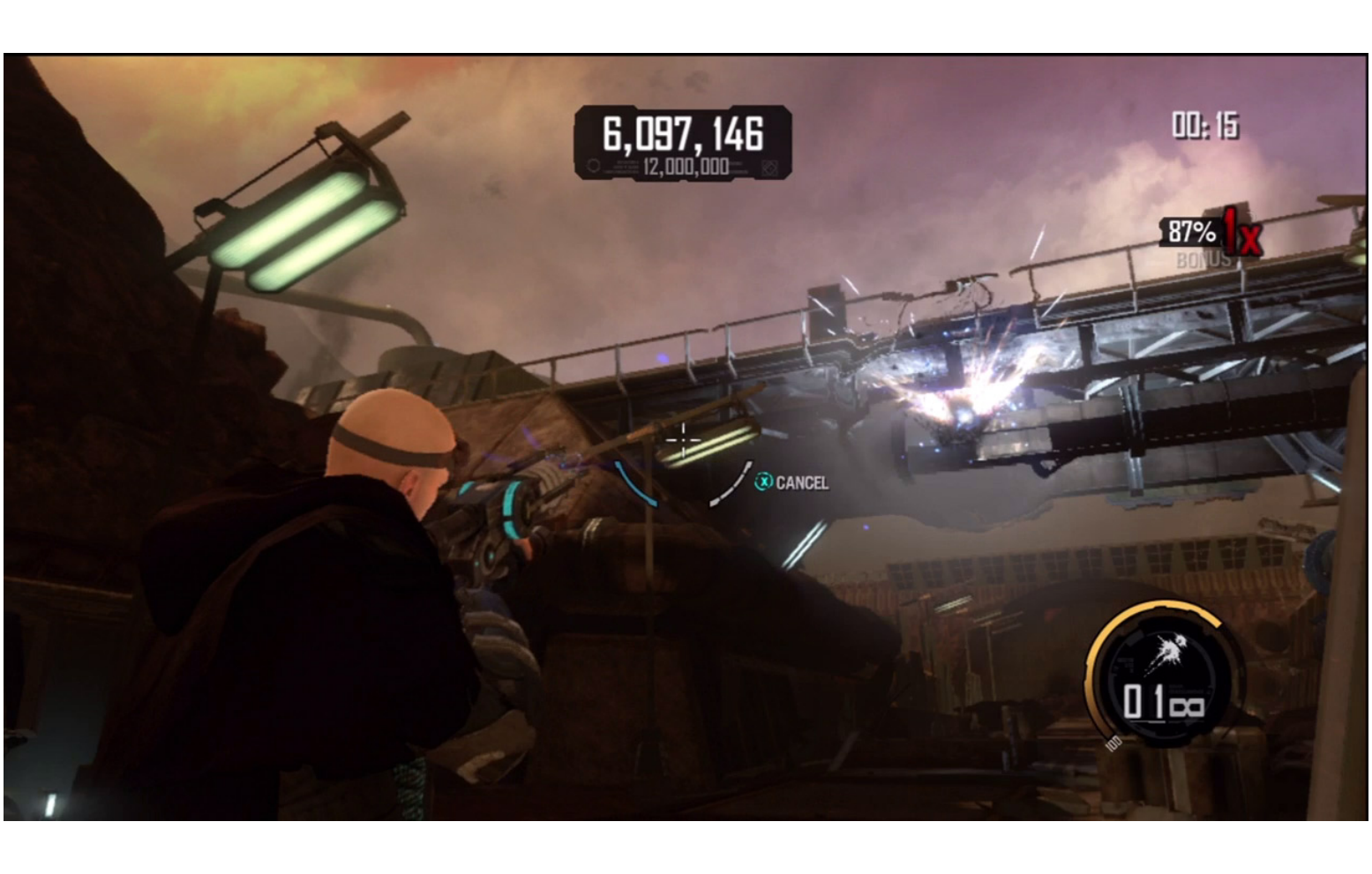
This industrial area features a mix of towers, buildings, and roadways that are best demolished with the Plasma Cannon. At the start of the round, stay put and target the structures nearby. Pay particular attention to the building and tower on the left.

The Plasma Cannon is ideal for punching through the thick structure, awarding you points as the plasma bolt travels through each wall and floor. Keep hitting this building until it completely collapses, then focus your fire on the tower above—one hit to the base will send it crashing to the ground.



Next, charge forward while firing plasma bolts at the walls, pipes, and the guard tower ahead. As the path turns to the left, focus your fire on the catwalk system, the damaged overpass, and the towers above. There are plenty of targets in this dead-end area that are easy to overlook if you loiter around the starting point too long.

You really need to take out as many of these targets as you can to maintain a 2X multiplier and exceed the par score. Take careful aim at each target, fire a plasma bolt, and then find a new target to demolish.



If you've destroyed most of the large structures, turn to the bridge suspended above the center of the map. Use the Plasma Cannon to slice through the left and right flanks of the bridge to cause the roadbed to drop.

Spend the remainder of the time hunting down any surviving structures or explosive tanks. Even piles of rubble can be targeted to earn more points and maintain your bonus multiplier. If you manage to beat the par score, you unlock the Frontier map.

Tip

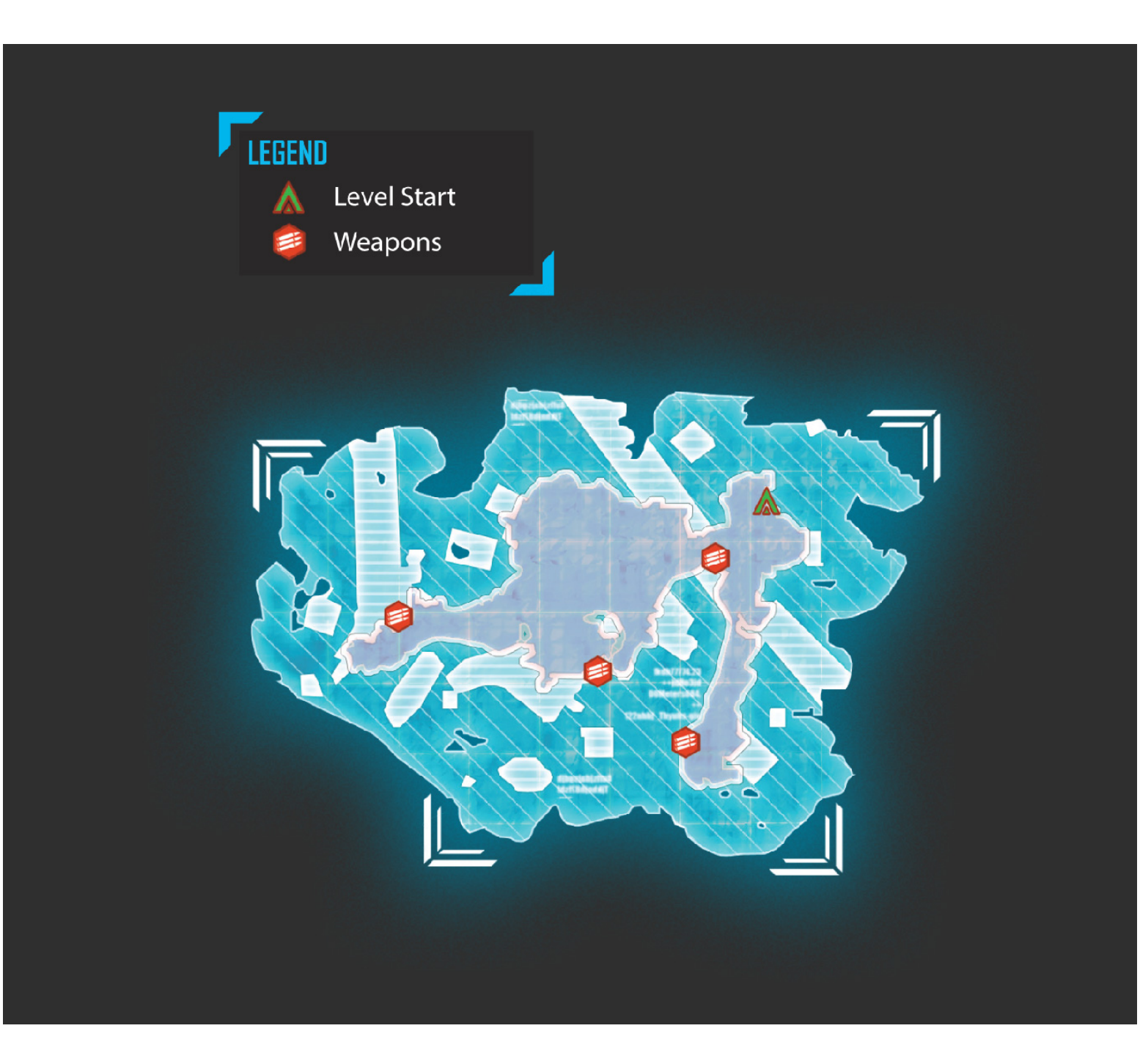
In Free Play, use repair grenade to restore structures, then tear them down again. Repairs are disabled in Challenge Mode.

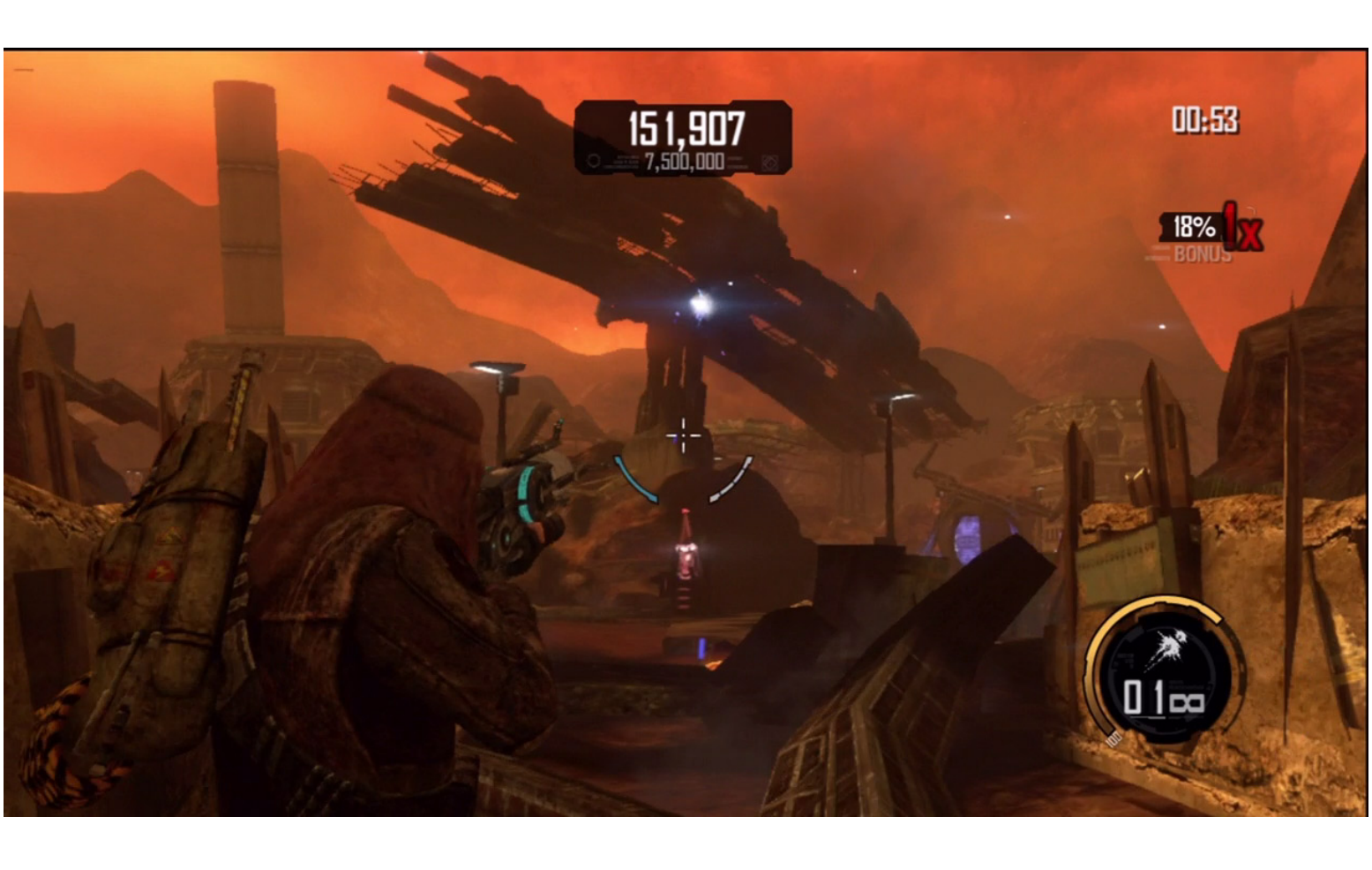
Frontier

Par Score: 7,500,000

Unlocked Reward : LEO in Free Play

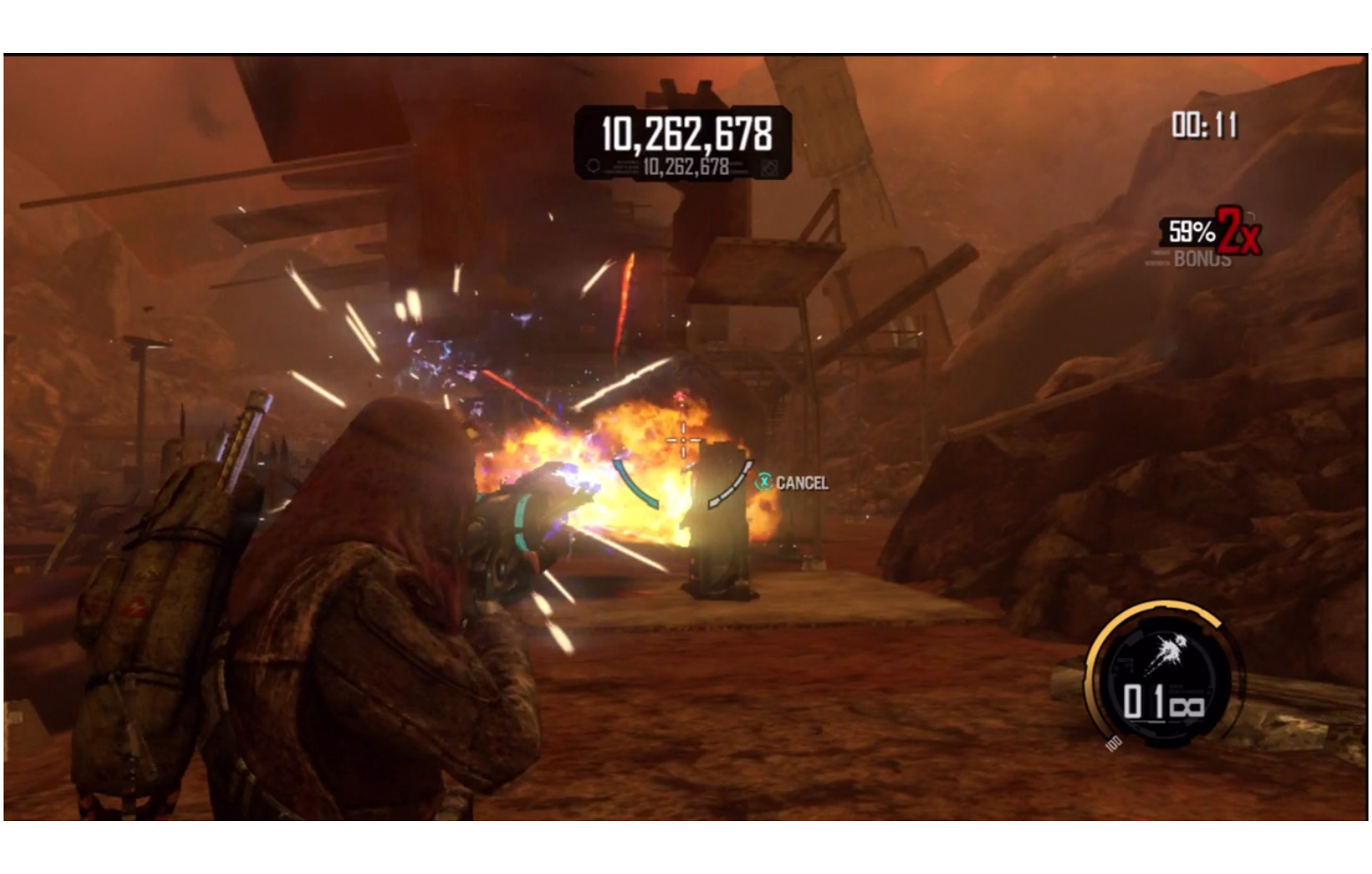
Recommended Weapon: Plasma Cannon/Magnet Gun





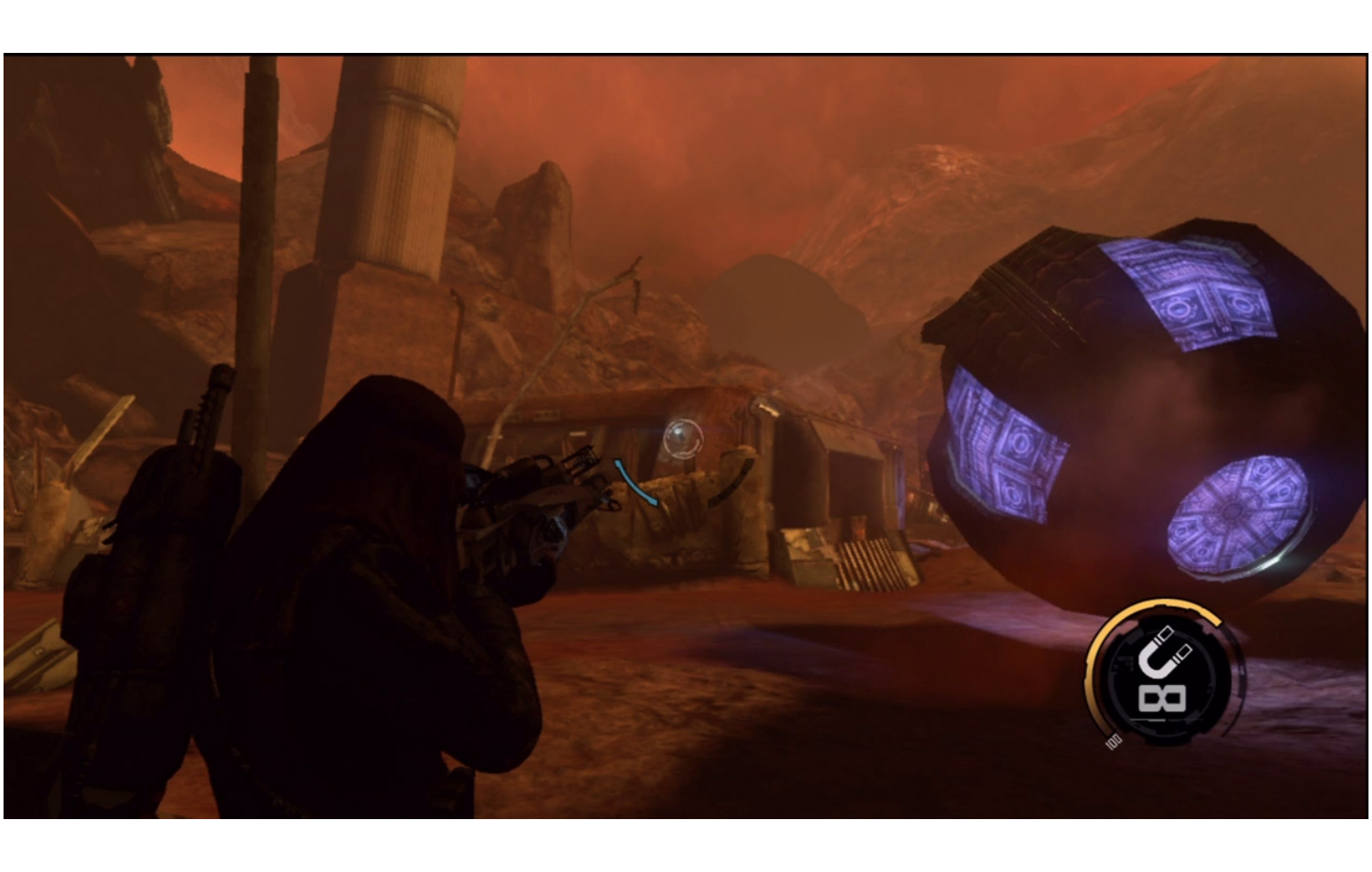
The structures on this map are quite spread out, so prepare to do some walking. However, before moving too far, look up and demolish the damaged roadways above the starting position. You can also demolish the distant overpass by knocking out the single vertical support beam propping it up—this is a great way to initiate a 2X multiplier.

Once these roadways are destroyed, move forward a few paces and turn to the right to destroy a couple of buildings, launching plasma bolts through their walls until they come toppling down.



As long as you maintain the 2X multiplier, achieving the par score isn't difficult. But you need to keep dropping structures, so move out until you spot a few more buildings at the T-intersection ahead. Hold at the intersection and turn to the right and left to target the separate clusters of buildings.

Line up your Plasma Cannon shots so the bolt passes through as many structures as possible. Also, don't forget to hit the large cylindrical towers scattered around the rim of the canyon. One shot to the base of these structures is enough to send them tumbling down.



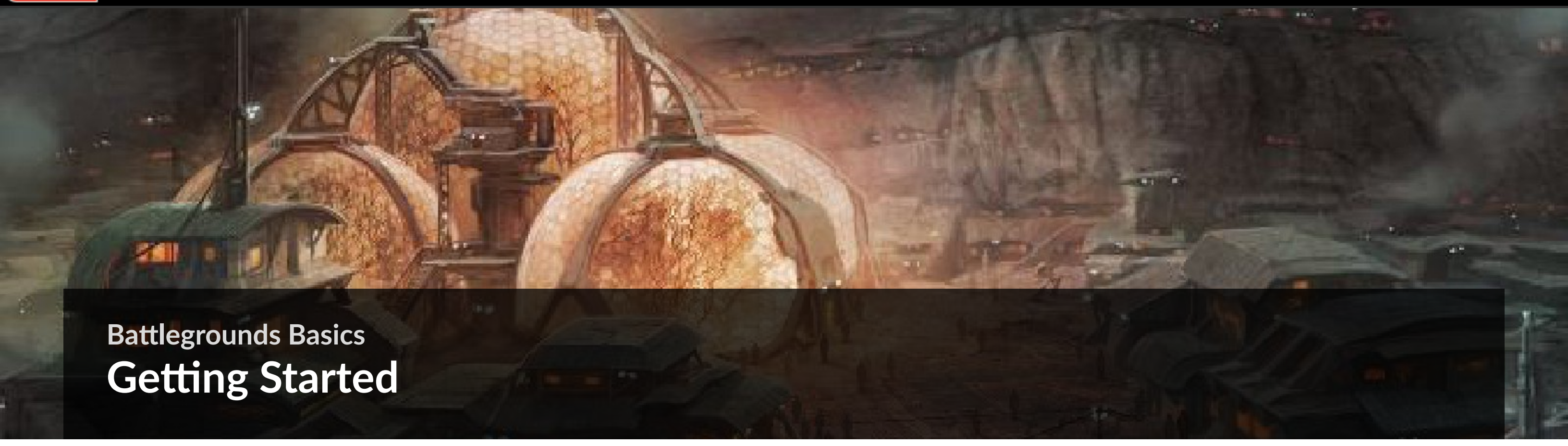
This map also features three massive ball-like objects. By using the Magnet Gun, you can toss these objects around the map, smashing them through buildings and other structures. For best results, attach a magnet to the ball, then attach an anchor to a distant structure you wish to demolish. Give the ball enough space to pick up speed and momentum before crashing into a structure.

If a ball gains enough speed, it may keep rolling, smashing through multiple structures. However, if the ball picks up too much speed, it may roll completely off the map and out of play.

This tactic works well in Free Play, but the Magnet Gun is a bit too slow and cumbersome to be very effective in Challenge mode, making it difficult to establish and maintain a bonus multiplier. If you do manage to top the par score in Challenge mode, you unlock the LEO Exo suit for use in Free Play mode on all maps.

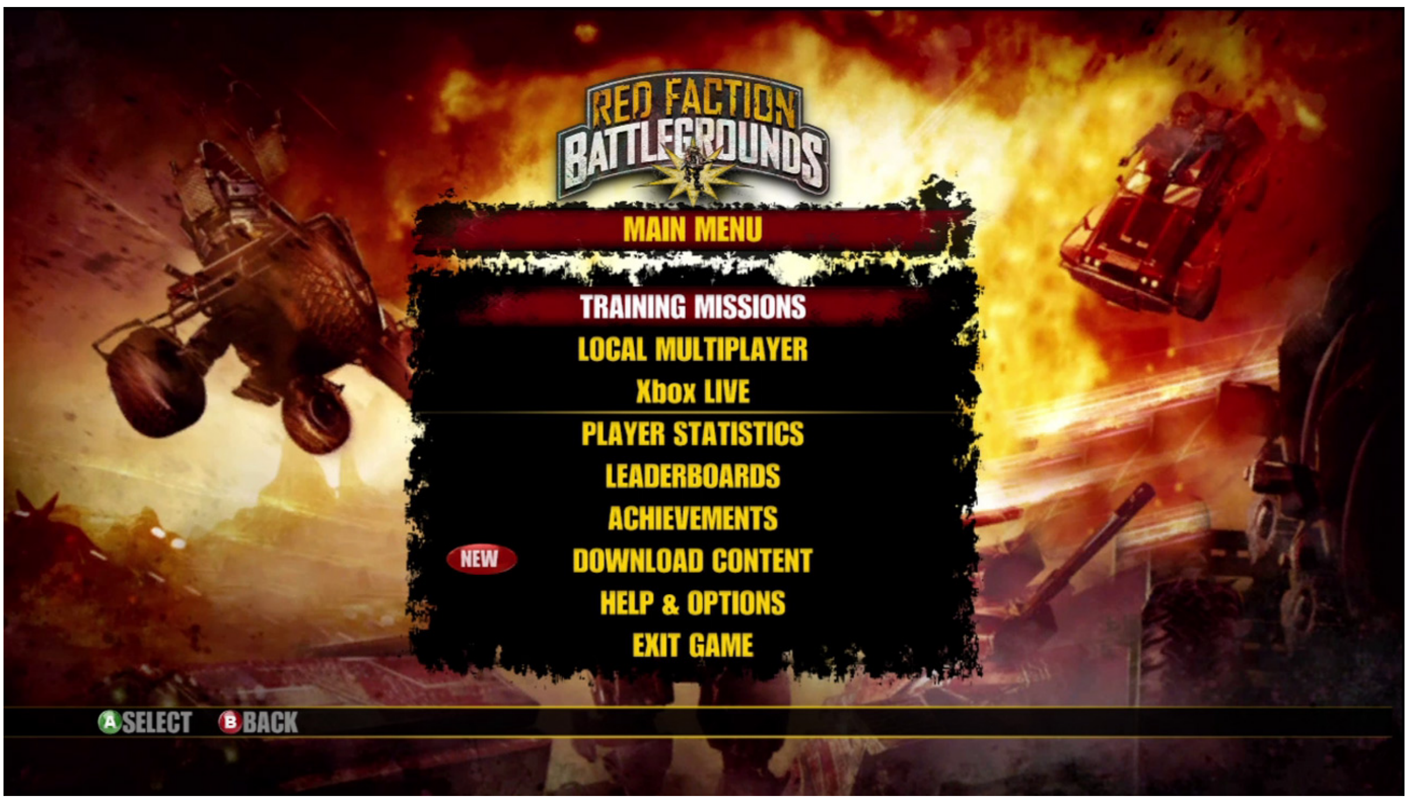
Note

Even if you've unlocked all the maps, go back through them and try to top your best score, or study the leaderboards and try to move up the rankings to beat your friends and others in the community.The more you play Ruin Mode, the better you'll get over time. Keep exploring the maps and look for better ways to tear them to shreds.



Battlegrounds Basics

Getting Started



New to the game? Then start with the Training Missions to get familiar with the controls, vehicles, and maps.

The signature destructive gameplay from Red Faction: Guerilla comes to the downloadable arcade with Red Faction: Battlegrounds ! Jump into your favorite tank or walker using your Gauss guns, rocket launchers, and Singularity Bombs to destroy the competition, and the environment along with it.

Battle your way through treacherous Martian deserts, terraformed enclaves, and more in a variety of different multiplayer modes and single-player missions. Rank up by defeating the competition and unlock new content including maps, vehicles, weapons, and even items for Red Faction: Armageddon .

Red Faction: Battlegrounds is a downloadable arcade game available for purchase on Xbox Live and the Playstation Network. If you want to try out the game before purchasing it, you can download a playable demo, giving you a small taste of the vehicular mayhem awaiting you in the full game.

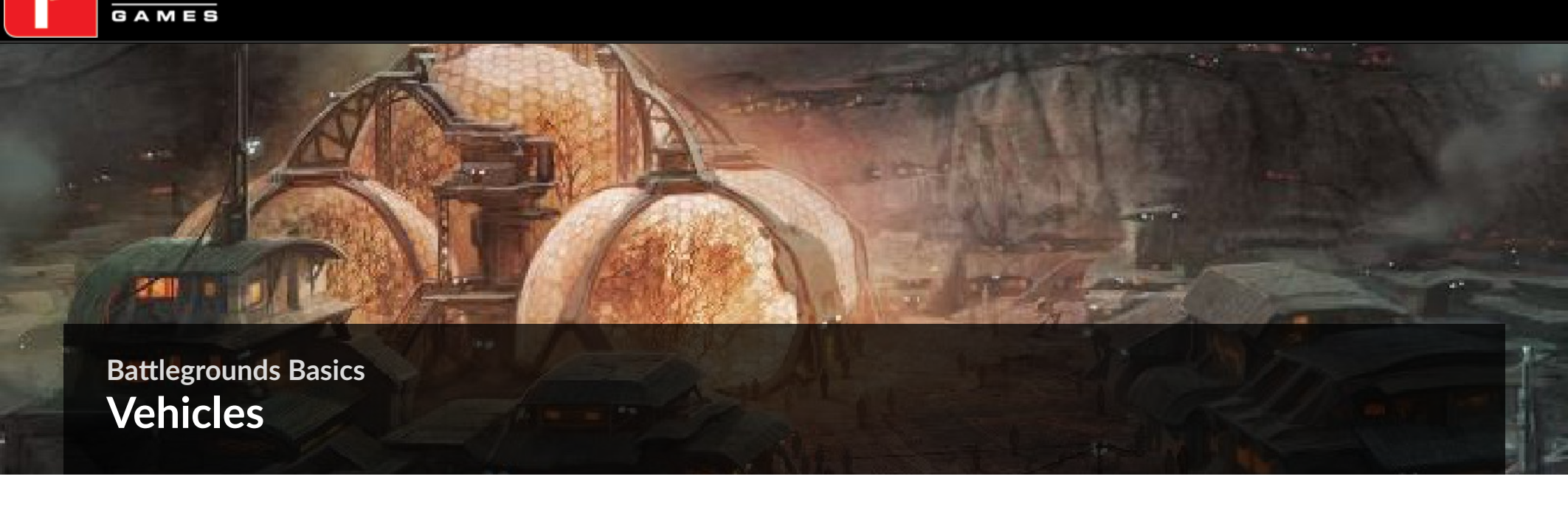
Before you jump into action, take a moment to familiarize yourself with the controls. Most of the action is controlled by simply moving the left and right control sticks. Use the left stick to move your vehicle and the right stick to rotate your vehicle's turret and to fire. This simple control configuration makes the game easy to learn. The following table lists a summary of the controls.

Controls

Action	Xbox 360	PS3
Move Vehicle	Left Control Stick	Left Control Stick
Aim/ Fire Primary Weapon	Right Control Stick	Right Control Stick
Reverse	LT	L2
Fire Primary Weapon	RT	R2
Deploy Secondary Weapon	RB	R1
Detonate Secondary Weapon	LB	L1
Self Destruct	Hold Y	Hold Triangle
Pause	Start	Start
Toggle Fire Mode	Back	Select

Note

By default, firing is mapped to the right control stick. In the Settings menu, it's possible to switch the default fire mode to Trigger Fire. This enables you to use the right trigger to fire your primary weapon, which some people may prefer since it gives you more control. You can also toggle this option by pressing the Select button during gameplay.



Battlegrounds Basics

Vehicles

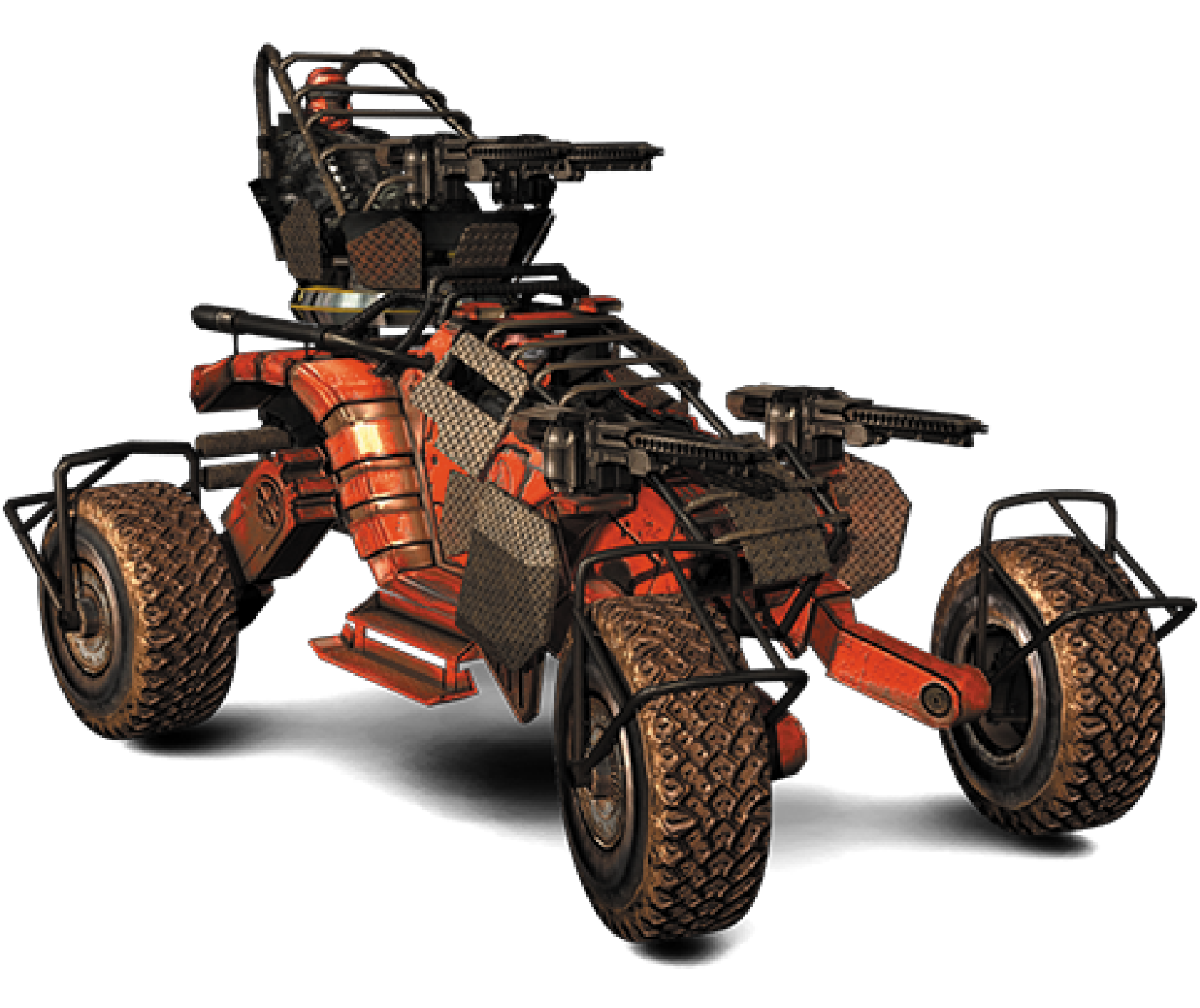
Battlegrounds is all about vehicular combat—and vehicles are your weapons. Each vehicle has its own strengths and weaknesses, as indicated by its speed, armor, and firepower stats. Pick a vehicle that best suits your style of play.

If racing around the map at high speeds is your thing, then choose the lightning-quick Miner ATV. Or if you favor firepower and armor over speed, consider choosing the devastating EDF Heavy Tank.

There are eight vehicles in all, but not all are immediately available for use in multiplayer matches. As you gain experience through the Training Missions and multiplayer matches, you rank up and unlock new vehicles as well as special upgrades.

In this section, we take a close look at each vehicle and pick-up, as well as offer some gameplay tips to help optimize performance in the field.

Miner ATV



Unlocked At: N/A

Weapons: 2x Fixed forward firing heavy machine guns, 1x twin-linked heavy machine gun turret

Upgrade: Extra Speed (Rank 3)

Stats	
Speed	☐🟨🟨🟧🟥
Armor	☐🟨☐☐☐
Firepower	☐🟨🟨☐☐

Seen flying over the dunes of Mars, the ATV has become the vehicle of choice for the miners of Mars. Fast and agile, the Miner ATV is perfectly suited for fast travel over the rough Martian landscape, or for fast escapes from attacking Marauders or EDF.

While the Miner ATV is often armed for protection, its lack of any real armor makes its fast speed even more important.

Field Notes

The Miner ATV is the fastest vehicle available, ideal for racing around the map in Flag Frenzy and Capture the Flag matches. Despite its weak armor, the vehicle is a surprisingly formidable weapons platform, capable of dishing out some heavy damage, thanks to the rapid fire of its heavy machine guns. But it's still best to avoid direct contact with heavy vehicles like tanks and walkers.

It's best to use Proximity Mines, Remote Mining Charges, and Singularity Bombs to fight these vehicles, as you won't last long in a direct duel.

Light Walker

Unlocked At: N/A

Weapons: 2 x arm-mounted Gauss guns

Upgrade: Extra Firepower (Rank 5)

Stats	
Speed	☐🟨🟨🟧☐
Armor	
Firepower	☐🟨🟨☐☐

Manufactured by the AmRuKuo Corporation, the Light Walker was developed for underground mining operations on Mars. Although lacking the power and armor of the Combat Walker, the Light Walker is significantly more agile.

Field Notes

The EDF Medium Tank is one of the most well-rounded vehicles available. Although it lacks the firepower and armor of its big brother, the EDF Heavy Tank, the Medium Tank benefits from greater speed, allowing it to compete with some of the lighter vehicles in speed-based challenges.

The vehicle gets a speed upgrade at Rank 7, making it even more competitive in this category. Still, it is best deployed in offensive situations where you need serious firepower to punch through enemy armor.

As usual, be aware of enemy vehicles sneaking up behind you to exploit the tank's weak rear armor.

EDF Medium Tank

Unlocked At: N/A

Weapons: 1 x turret-mounted Gauss cannon, 1 x machine gun turret

Upgrades: Extra Speed (Rank 7)

Stats	
Speed	
Armor	
Firepower	

The smallest of the EDF fleet of tanks, what it lacks in size it makes up for in its speed and the impact of its punch. Equipped with a 360-degree rotating Gauss cannon and a thick armor body, it proves to be a formidable threat against any enemy force.

Field Notes

The EDF Medium Tank is one of the most well-rounded vehicles available. Although it lacks the firepower and armor of its big brother, the EDF Heavy Tank, the Medium Tank benefits from greater speed, allowing it to compete with some of the lighter vehicles in speed-based challenges.

The vehicle gets a speed upgrade at Rank 7, making it even more competitive in this category. Still, it is best deployed in offensive situations where you need serious firepower to punch through enemy armor.

As usual, be aware of enemy vehicles sneaking up behind you to exploit the tank's weak rear armor.

EDF Scout

Unlocked At: Rank 2

Weapons: 1 x twin-linked Gauss turret

Upgrade: Extra Armor (Rank 9)

Stats	
Speed	☐🟨🟨🟧☐
Armor	
Firepower	☐🟨🟨☐☐

The workhorse of the EDF infantry, the Scout is utilized for a variety of activities including reconnaissance and convoy escort detail, as well as patrol duty.

The vehicle's light frame and 4WD drive train make it fast and highly mobile, ideal for the rugged Martian landscape. Although lightly armored, the swiveling roof-mounted Gauss turret makes the Scout anything but an easy target.

Field Notes

The EDF Scout is a significant upgrade over the Miner ATV, at least in terms of armor. But this heavier armor comes at the cost of speed. Still, the EDF Scout can run circles around the rest of the vehicles, making it ideal for Flag Frenzy and Capture the Flag matches.

The top-mounted turret can rotate 360 degrees, allowing you to hit targets in any direction, even if they're hot on your tail following the flag capture. An armor upgrade is unlocked at Rank 9, making this an even more durable ride.

Still, avoid direct contact with tanks and walkers unless you can successfully flank them and target their rear armor.

Rover Flatbed

Unlocked at: Rank 4

Weapons: 1x quad-linked light cannon turret

Upgrade: Extra Firepower (Rank 11)

Stats	
Speed	
Armor	
Firepower	

The workhorse of the Red Faction resistance, the Rover has proven to be an essential tool in unraveling the binds of EDF oppression. Fast, armored, and armed, the 6WD Rover has time and time again shown to be a reliable contender against the EDF Scout fleet.

Field Notes

The Rover Flatbed is a unique and versatile vehicle, making it a good choice in a variety of situations. The flatbed-mounted light cannon turret fires in an arc-like trajectory, allowing it to hit targets at long range. It can even fire over lower hills and other obstructions. Use this capability to target distant opponents before they can move close and retaliate. Although it lacks the range of the EDF MLRS, the Rover Flatbed benefits from greater speed and maneuverability. The firepower upgrade at Rank 11 makes this vehicle even deadlier.

EDF MLRS

Stats	
Speed	
Armor	
Firepower	

Unlocked At: Rank 6

Weapons: 1x twin-lnked missle turret, 1x machine gun turret

Upgrade: Extra Firepower (Rank 12)

The EDF Multiple Launch Rocket System (MLRS) provides mobile long-range artillery support for the EDF's infantry and armored divisions. Although a deadly threat from a distance, the tank is moderately armored and slow, making it vulnerable during close combat.

Field Notes

The EDF MLRS is a good support vehicle during team-based matches, capable of raining down artillery on enemy vehicles from long range. Although this is considered a tank, the vehicle has relatively light armor. To make matters worse, it's also quite slow and cumbersome.

This puts it at a serious disadvantage in toe-to-toe duels, despite the vehicle's impressive firepower. When confronting enemy vehicles at close range, keep your front armor facing the target and unleash a salvo of missiles.

If you're lucky, you may survive with minimal damage. Also, look for opportunities to position the vehicle in favorable terrain where its flanks are protected.

Combat Walker

Stats

Unlocked At: Rank 8

Weapons: 2x fixed forward rockets, 2x fixed forward heavy machine guns

Upgrade: Extra Armor (Rank 13)

Speed	☐🟨🟨☐☐
Armor	☐🟨🟨☐☐
Firepower	☐🟨🟨🟧☐

What the Combat Walker lacks in speed when compared to the Light Walker, it makes up with its robust arsenal and tank-like armor. The Combat Walker has shown to be one of the Red Faction's greatest assets when pitted against the strength of the EDF's tank fleet

Field Notes

The Combat Walker performs similar to the Light Walker, but trades speed for greater firepower. While it lacks the armor found on the tanks, the walker's rocket launchers give it the offensive punch and range necessary to survive fights with both EDF Medium and Heavy Tanks.

The rockets even have limited tracking ability, allowing them to home in on moving targets. But like the Light Walker, the Combat Walker has no turret, so it must face the same direction as its targets.

While this presents little problem when confronting tanks, engaging fast-moving vehicles puts the Combat Walker at a slight disadvantage.

EDF Heavy Tank

Stats

Unlocked At: Rank 10

Weapons: 1x turret-mounted heavy cannon, 1x machine guns turret

Upgrade: Extra Speed (Rank 14)

Speed	☐☐☐☐☐
Armor	☐🟨🟨🟧🟥
Firepower	☐🟨🟨🟧🟥

The heavily armed, heavily armored EDF Heavy Tank is the backbone of the EDF armored division. Designed to maximize its destructive capability, the tank includes a heavy cannon and high-powered machine gun turret. Although slow moving, the tank's split track system allows for better mobility over rough terrain and through structures. The heavy armor makes the tank impenetrable to small arms fire as well as most explosives and light artillery.

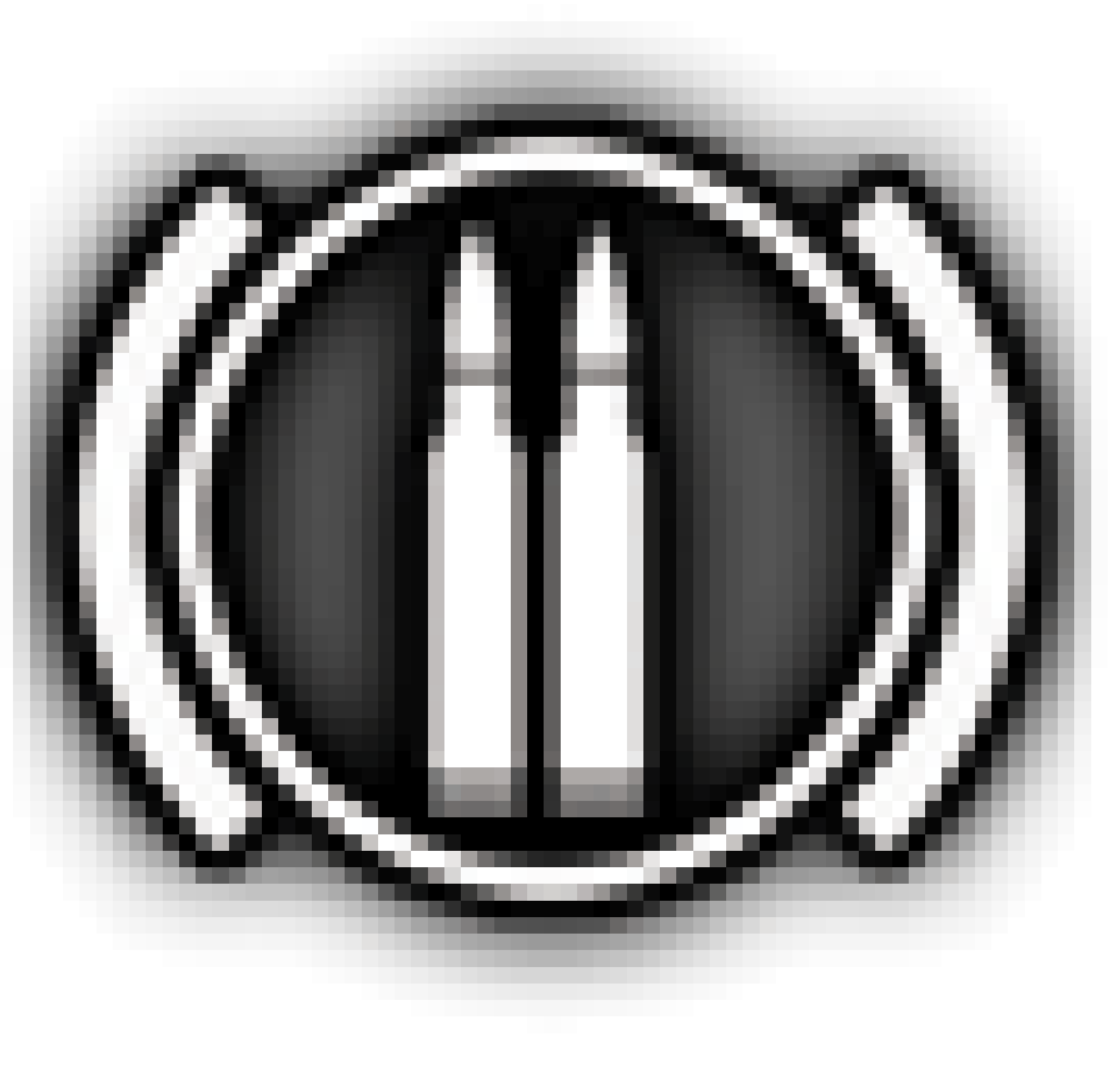
Field Note

Equipped with a massive cannon, the EDF Heavy Tank is the pinnacle of armor and firepower. This slow-moving beast can cut through most vehicles with minimal effort. Its only weaknesses are its slow speed and poor maneuverability—deficiencies that should never be overlooked.

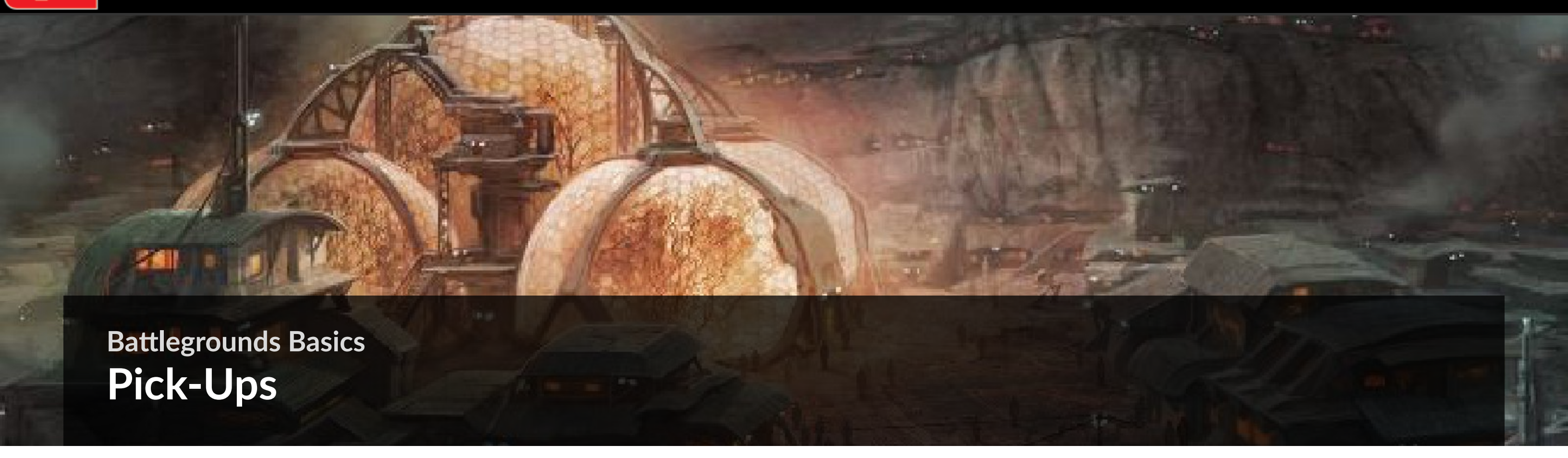
Even with the speed upgrade acquired at Rank 14, the EDF Heavy Tank is the slowest vehicle. While its armor can sustain heavy damage, it isn't invincible. Make an effort to protect its weak side and rear armor by rotating the chassis to face incoming fire.

The EDF Heavy Tank is great during King of the Hill matches, both for taking and holding the hill, but think twice before choosing it in Capture the Flag or Flag Frenzy matches, where speed is so critical to victory.

Tip



Vehicle weapons are prone to overheating. When you see this icon appear over your vehicle, stop firing to let your weapon cool down. If a weapon overheats, it ceases to function for a few seconds, leaving you vulnerable.



Battlegrounds Basics

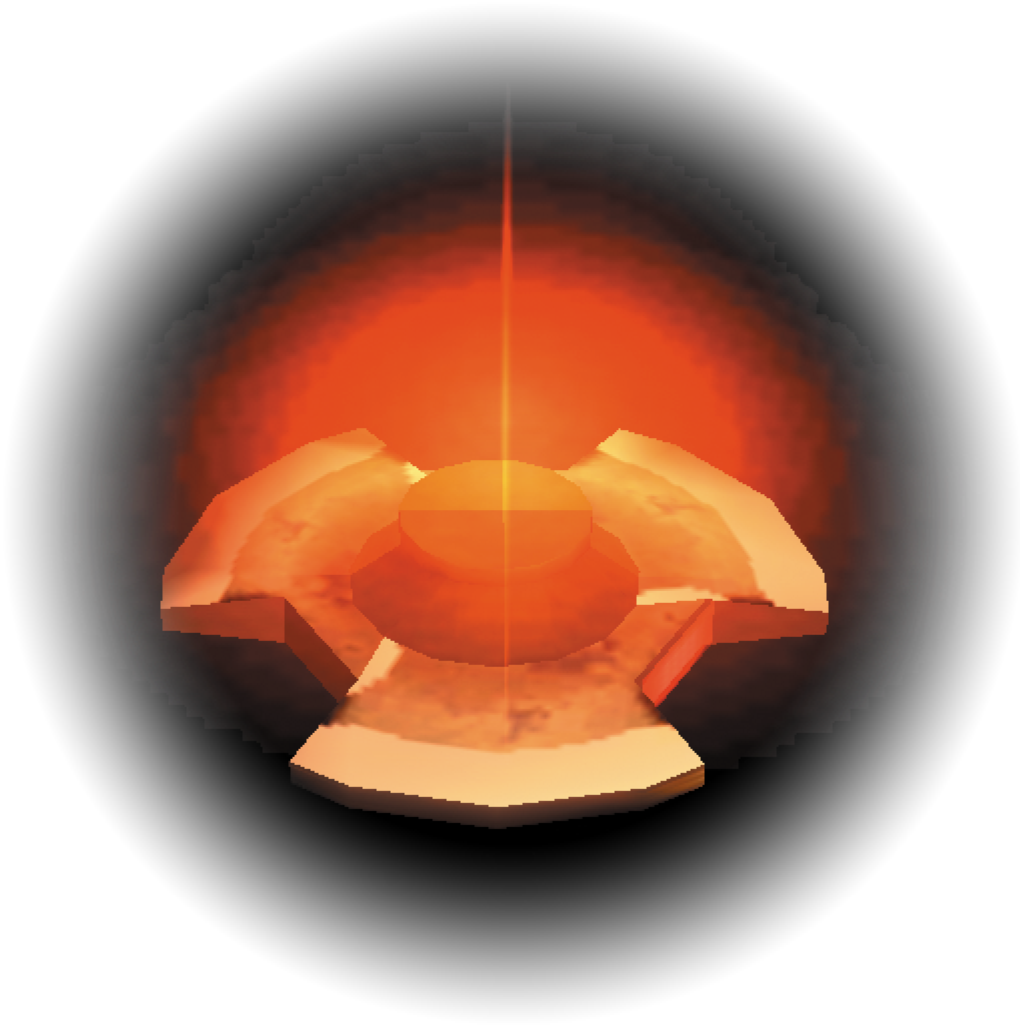
Pick-Ups

The game's pick-ups add a greater sense of unpredictably to combat, offering a variety of offensive and defensive tools. To acquire a pick-up, simply run over it.

Each map has a number of pick-up spawn points where these items appear throughout a match or mission. Keep your eyes peeled for these pick-ups and grab them before your opponents can.

Pick-Ups

Proximity Mines



These mines explode when an enemy vehicle gets close to them. Make sure you don't get caught in the blast from one of your own mines—they'll damage you too! Try dropping them on pick-up spawn points for sneaky kills. These mines are also a good way to stop someone chasing you. If you die, all mines you've dropped will explode.

Remote Mining charges

Remote Mining Charges inflict more damage than the Proximity Mines. Once these mines are dropped, they must be detonated manually. You can drop several of them and detonate them all at the same time. Make them even more effective by dropping them near explosive structures or objects.

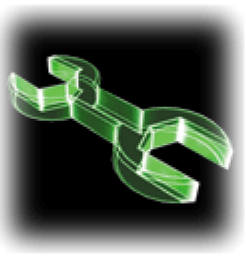
While making a high-speed turn, deploy a charge to throw it toward a target, then detonate it as you speed away. If you die, all charges you've dropped will explode.

Singularity Bomb

The Singularity Bomb is the most destructive and dangerous weapon in the game. Once deployed, get away before detonating it to avoid getting sucked into a black hole. The black hole eventually collapses, causing a massive explosion. Just be sure to detonate it in a timely fashion, otherwise it will detonate on its own or whenever you die.

These work well in King of the Hill matches, ideal for clearing the hill of enemy vehicles. The black hole is most effective against light vehicles, but the resulting explosion nearly guarantees the destruction of any nearby vehicles that managed to escape the vortex.

Repair



Run over this green wrench icon to repair your vehicle. Even if you don't need to be repaired, consider grabbing this pick-up to deny its healing benefits to your opponents. However, during the Training Missions, avoid touching these pick-ups until you really need them.

Armor Boost

The Armor Boost pick-up deploys an impenetrable force field around your vehicle for approximately fifteen seconds. During this time you take no damage from enemy weapons, mines, or charges.

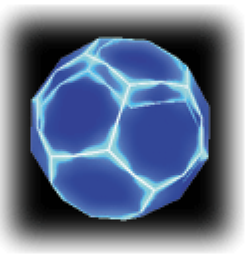
However, Singularity Bombs still pose a threat—the force field will not protect you from being sucked into a black hole.Obviously, these pick-ups are very powerful, particularly in multiplayer matches, so grab them before someone else does.

Speed boost

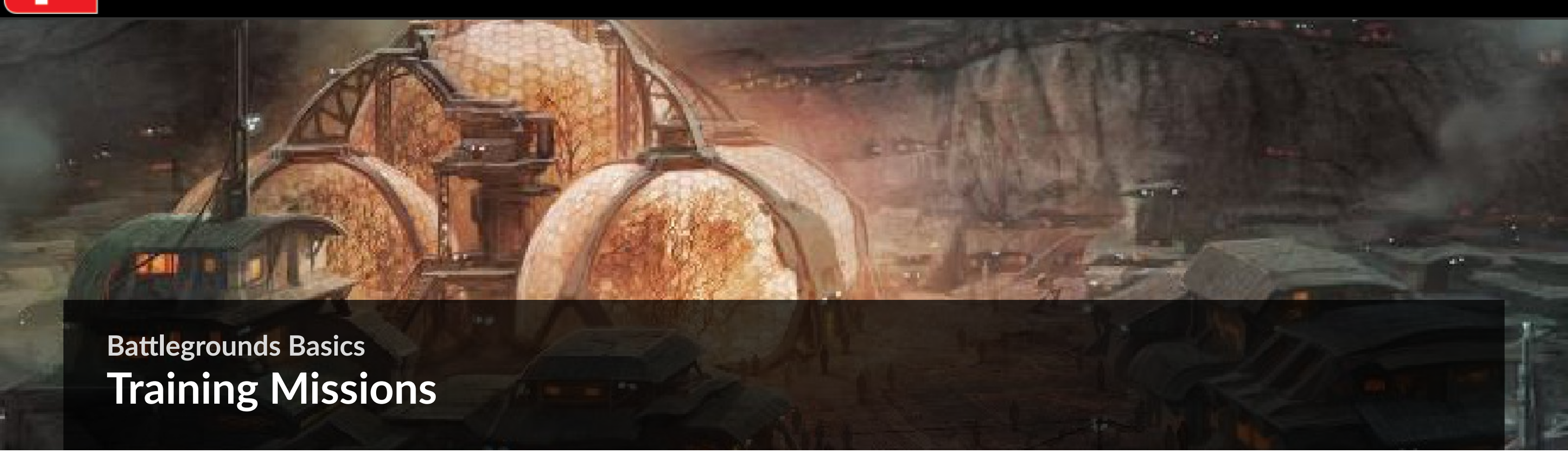
This pick-up temporarily increases the speed of your vehicle. While active, your vehicle has a yellow glow around it. These pick-ups come in handy during Flag Frenzy and Capture the Flag matches, making it easy to retrieve and score flags. But the increase and speed may also make an already fast vehicle, like the Miner ATV, difficult to handle.

Watch your speed, particularly when trying to stay on upper-level roadways. Plan your turns ahead of time to slide around corners.

Reconstructor

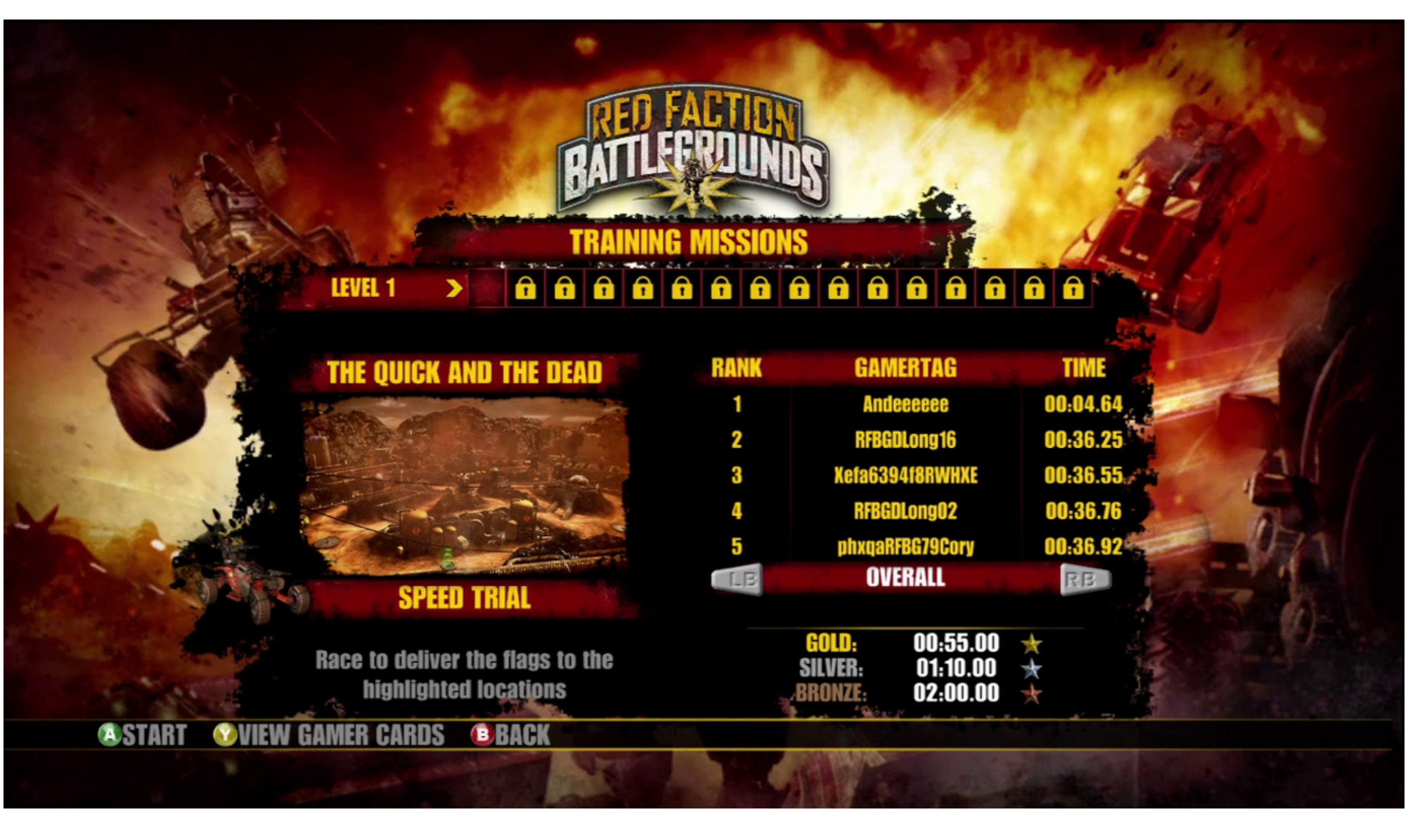


The Reconstructor pick-up automatically repairs and restores all scenery items. This includes explosive containers, walls, and barriers. This is great when you want to make the world a more dangerous place again, or if you just want to spice things up. In some maps it can be useful to rebuild walls or ramps to open or close routes.



Battlegrounds Basics

Training Missions



Race to deliver the flags to the highlighted locations

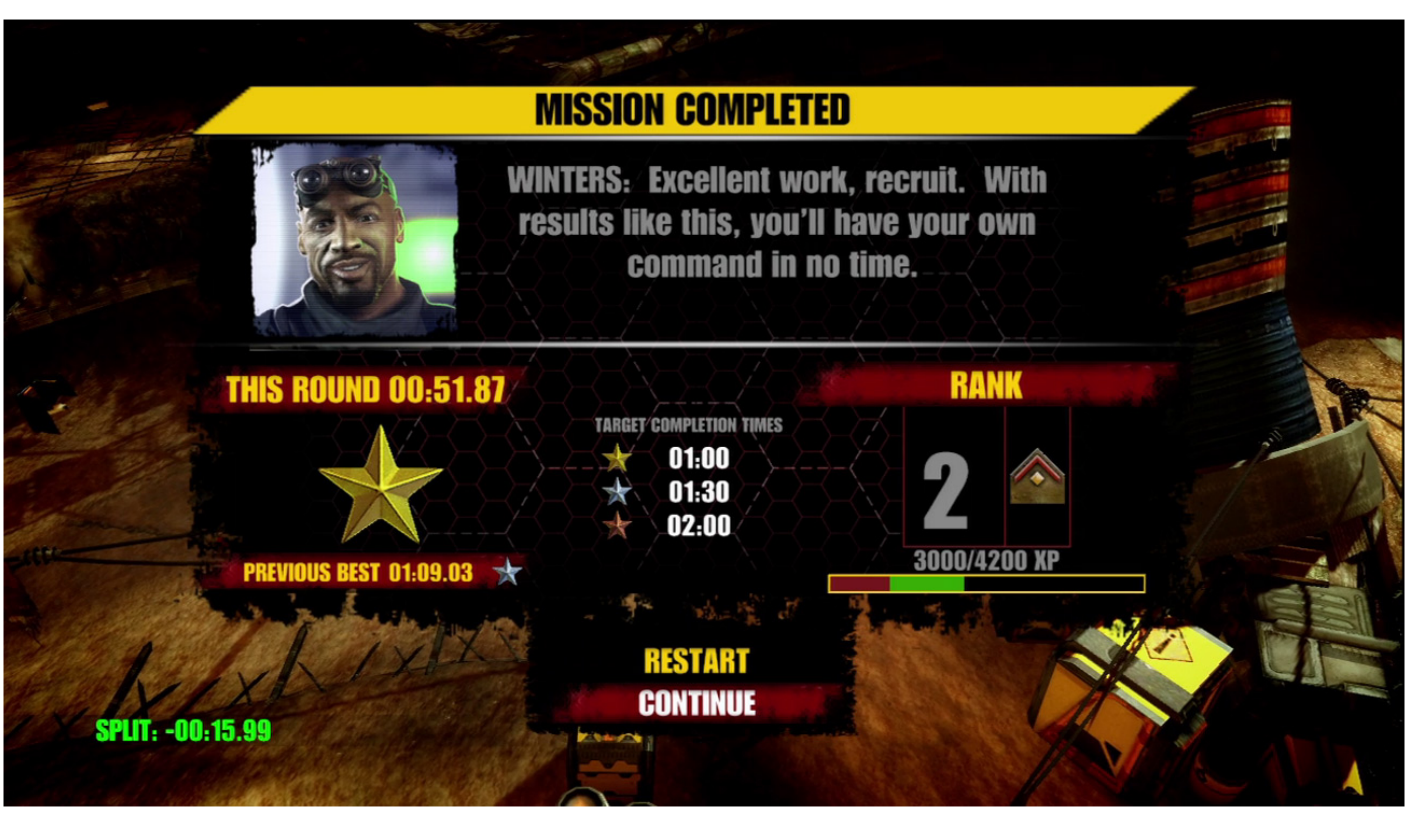
RANK	GAMERTAG	TIME
1	Andeeeeee	00:04.64
2	RFBGDLong16	00:36.25
3	Xefa6394f8RWHXE	00:36.55
4	RFBGDLong02	00:36.76
5	phxqaRFBG79Cory	00:36.92

GOLD: 00:55.00 ★
SILVER: 01:10.00 ★
BRONZE: 02:00.00 ★

You must complete the 16 training missions in order—earn at least a bronze star on one mission to unlock the next.

Before jumping online and pitting your skills against friends and others in the community, it's strongly recommended to play through at least some of the training missions.

By playing these missions, you can familiarize yourself with the different vehicles and maps. Your efforts in these missions also earn you experience, allowing you to rank up and unlock new vehicles and upgrades.



MISSION COMPLETED

WINTERS: Excellent work, recruit. With results like this, you'll have your own command in no time.

Sergeant Winters is happy when you earn gold stars in training missions. The experience points are welcome too.

The training missions aren't simple. They're designed to test and improve your skills in a variety of timed challenges. At the end of the mission you can be awarded a bronze, silver, or gold star based on your timed performance.

If you completely fail, you earn no stars at all and must replay the mission until you at least earn a bronze star to continue to the next mission. Experience points are also rewarded at the end of a mission, scoring 500 points for each star earned.

If you earn a gold star, the silver and bronze stars are also awarded, resulting in a 1,500 point total. Or if you earn a silver star, the bronze star is also awarded, netting you 1,000 points total. Pay close attention to the completion times of each mission and do your best to earn a gold star.

Note

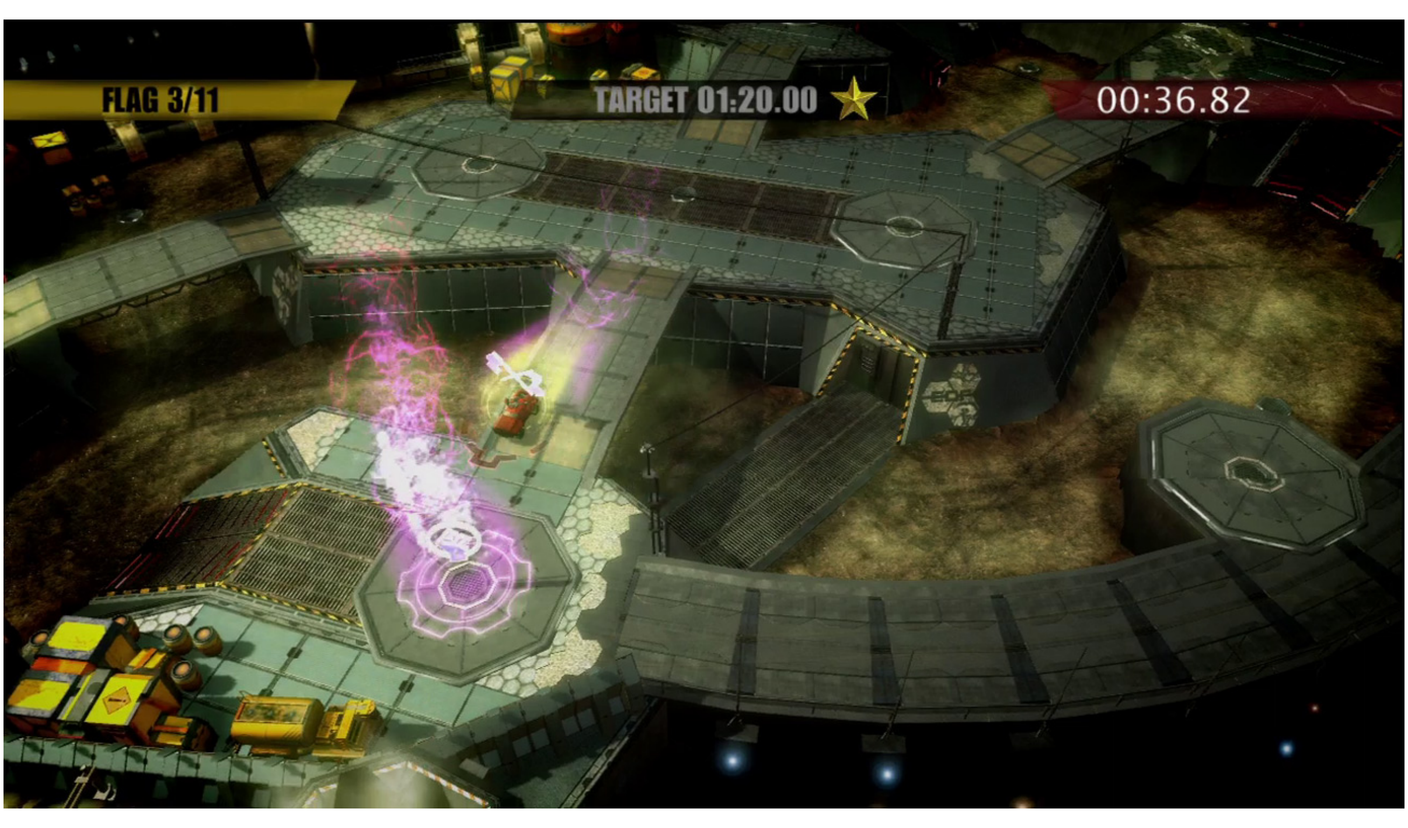
Sergeant Frank Winters is one of the toughest SOBs in Red Faction. If you jeopardize his mission, there will be hell to pay. Winters prefers to be in battle with his men, not training raw recruits—so forgive him if he's a little short-tempered.

Pay close attention to Winters' mission briefings, shown when a mission is loading. Also, strive to earn gold stars to impress the Sergeant with your skills.

Mission Modes

There are four different types of training missions, each requiring you to perform a specific task within a certain amount of time. Here's a quick look at the different mission modes, as well as some helpful tips to give you the upper hand.

Speed Trial

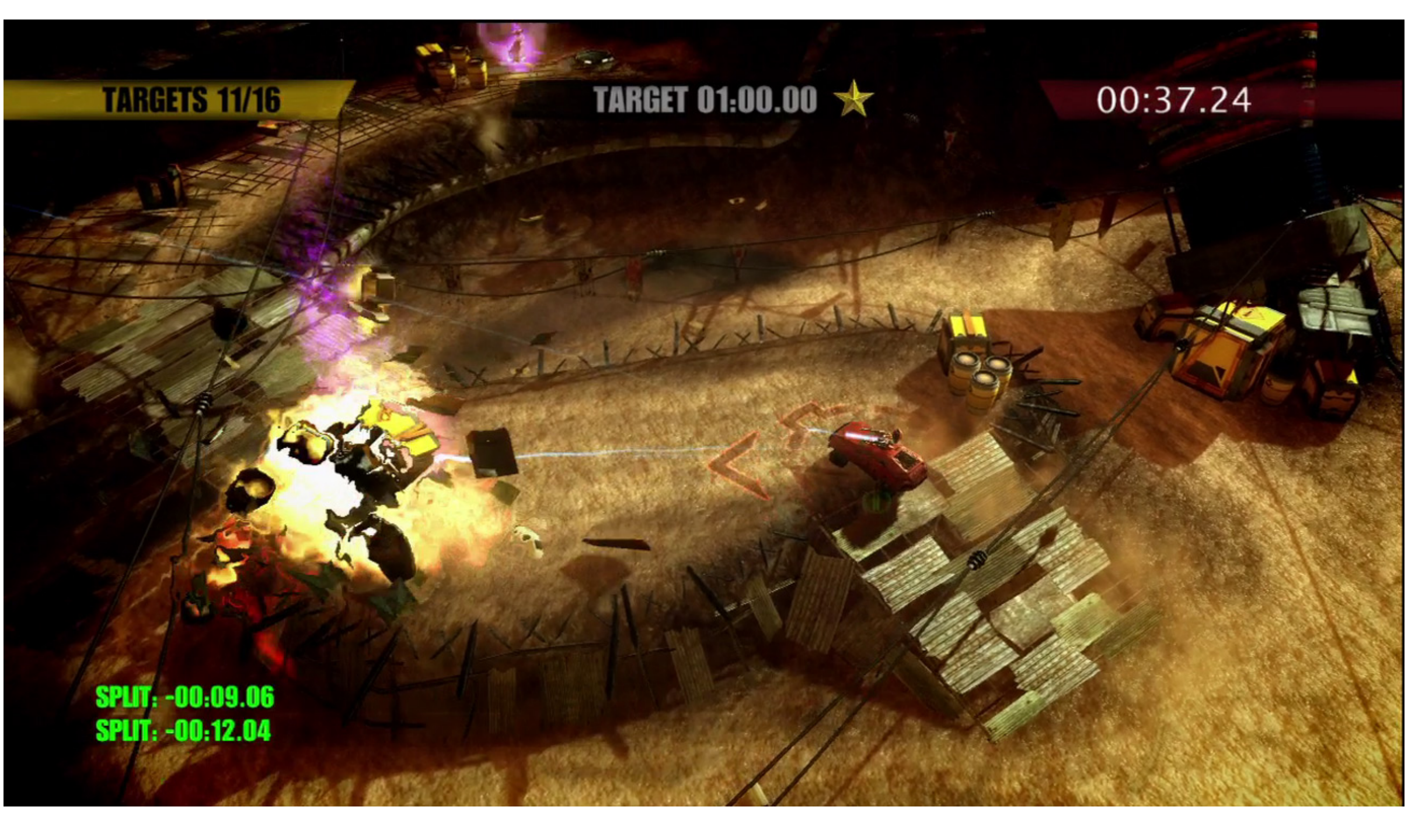


In Speed Trial missions you must collect a series of flags and drop them off at predetermined bases. To get a decent time, learn the route. The flags and targets are always in the same place.

Once you know where they're going to appear, you should be able to plan your route and perfect your racing line. Keep moving and anticipate any turns—the vehicles slide when turning, so make sure you turn early and let momentum carry you into the flags.

This allows you to cut off some of the corners and improve your time. Speed Boost pick-ups should be used carefully. Judge when is the best time to collect them—which may not necessarily be the first time you drive past them.

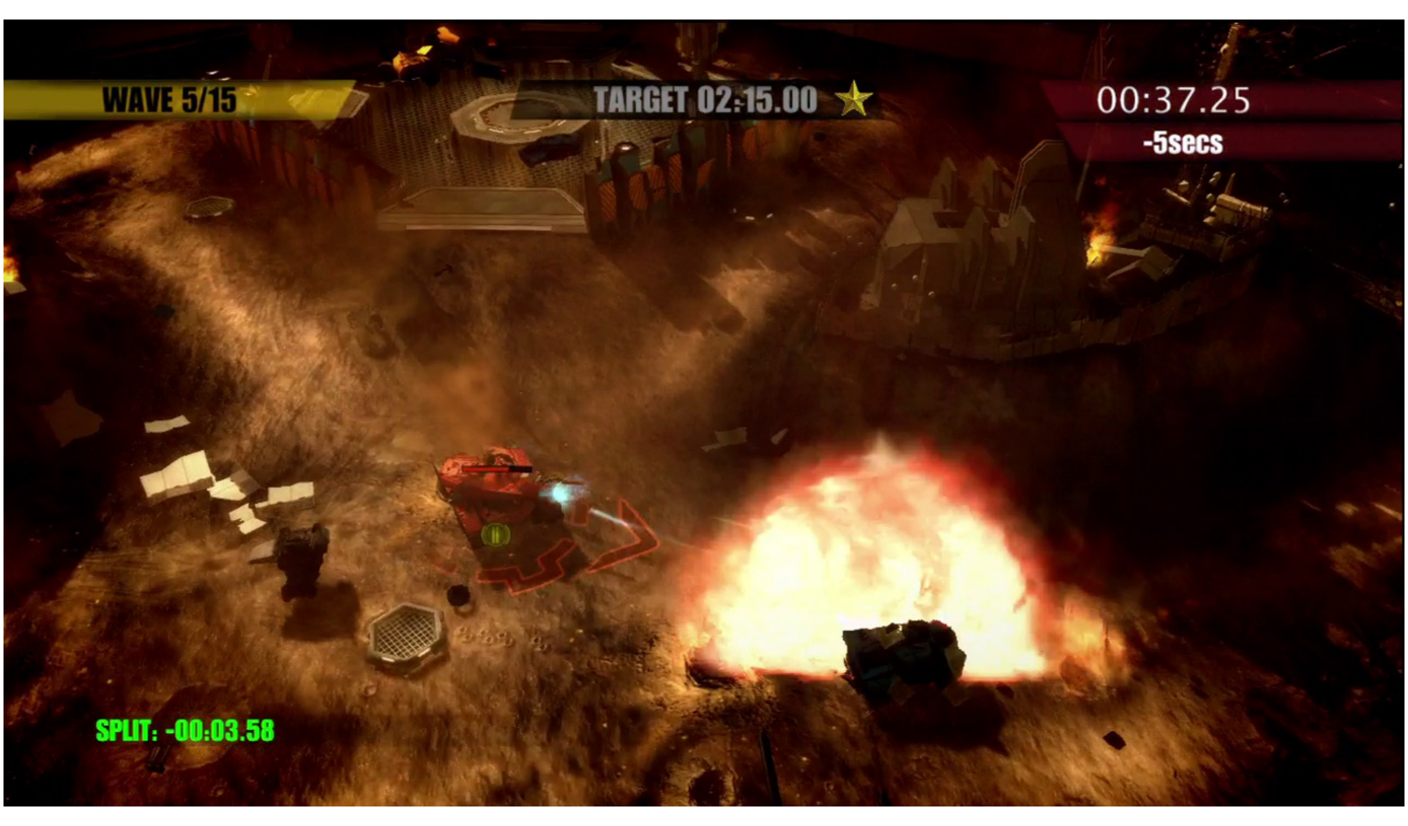
Shooting Range



Shooting Range missions require you to destroy a number of explosive mines. Positioning is all important here. Learn where the mines are going to appear and position your vehicle not just for the current mine, but for the next one too. At the same time, keep your distance from the exploding mines.

Driving straight into an explosion can destroy your vehicle, forcing you to wait several seconds before you can respawn.

Annihilate



Annihilate missions are all about offense, requiring you to destroy multiple waves of enemy vehicles as quickly as possible. The enemies and pick-ups always follow the same pattern. Sometimes it is best to leave pick-ups until later when you really need them.

Try to get behind the enemies where possible—you'll be able to destroy them more quickly if you shoot the weaker rear armor. Proximity Mines and Remote Mining Charges are extremely helpful, but use Singularity Bombs carefully.

Singularity Bombs take a while to explode, which could end up wasting time, but if you manage to destroy three or four enemies at once, it's well worth it!

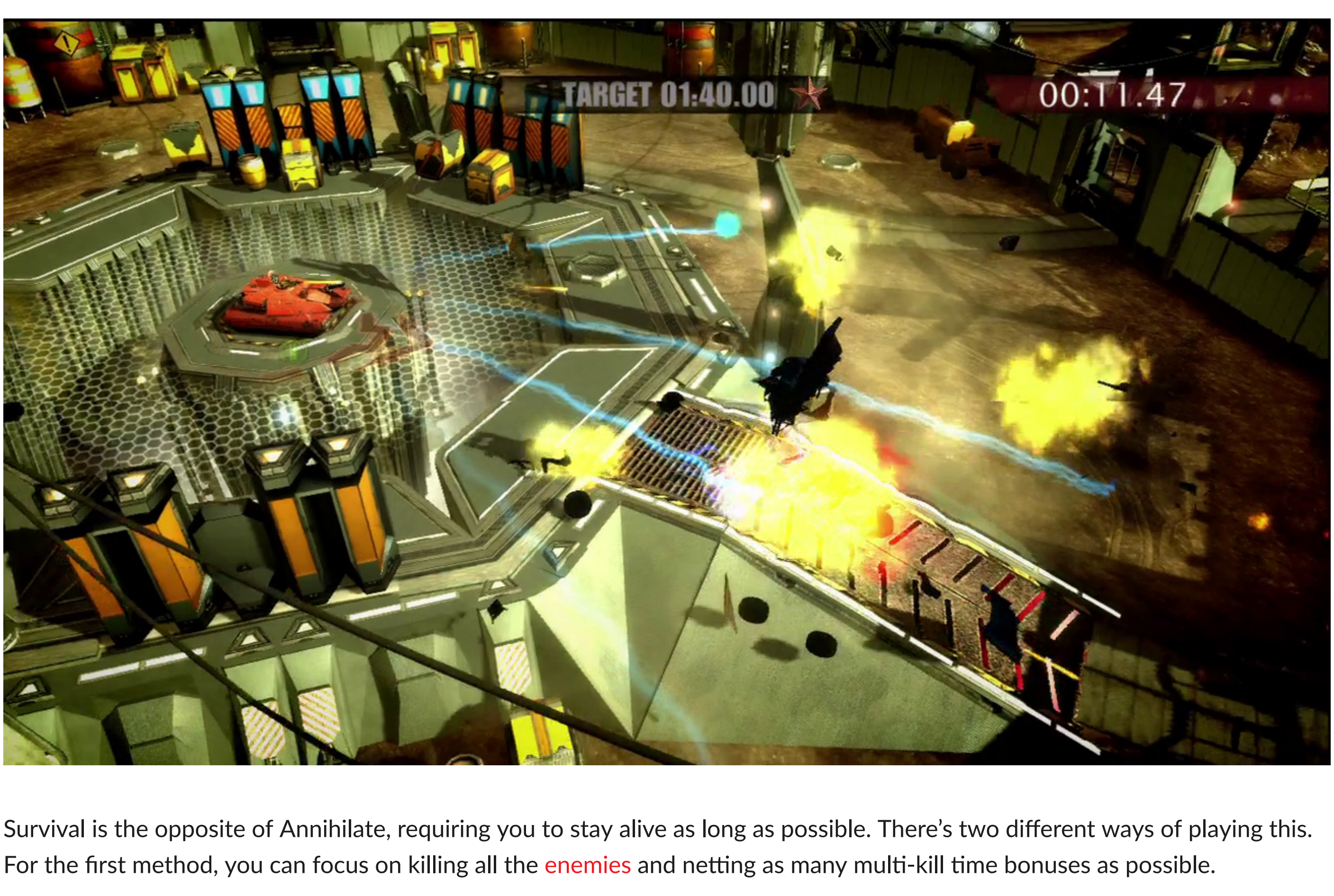
Also, use the explosive containers to get triple or quad kills. Triggering a Reconstructor will get them all back too, giving you a chance to do the same thing again. You'll get a time bonus for destroying more than one target simultaneously:

– 5 seconds off your time for a double kill

– 10 seconds off your time for a triple kill

– 15 seconds off your time for a quad kill

Survival



Survival is the opposite of Annihilate, requiring you to stay alive as long as possible. There's two different ways of playing this. For the first method, you can focus on killing all the enemies and netting as many multi-kill time bonuses as possible.

The enemies do get harder to kill as time progresses though, and more of them spawn. You'll get a time bonus for destroying more than one target simultaneously:

+ 5 seconds to your time for a double kill

+ 10 seconds to your time for a triple kill

+ 15 seconds to your time for a quad kill

Another approach is to just avoid combat. This is quite easy at first, but definitely gets tricky as time progresses. For the best time possible, don't collect Repair pick-ups as soon as they appear—wait until you really need them.

The same goes for Armor Boost pick-ups. On some of the maps, you can find good defensive locations that you can protect with Proximity Mines or Remote Mining Charges.

Battlegrounds Training Levels

Level 1: The Quick and the Dead

Mission Type: Speed Trial

Description: Race to deliver the flags to the highlighted locations.

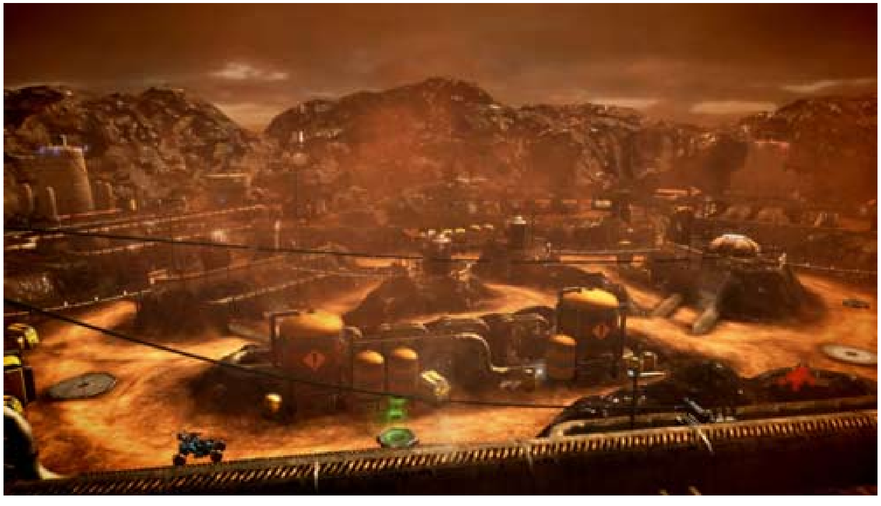
Mission Briefing: We've got just two kinds of recruits here: the quick and the dead. So, lets work on the quick. Collect each flag as it appears and return it to the base. Beat the clock to get a nice shiny medal and advance to the next training mission. Hammer down, rookie!

Vehicle: Miner ATV

Mission Ranks

Start	Time
★	00:55.00
★	01:10.00
★	02:00.00

Please click to enlarge

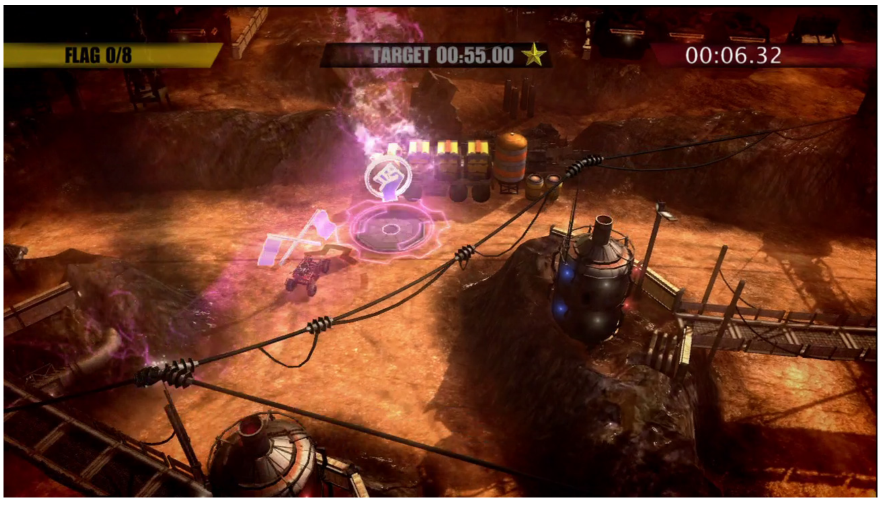


The objectives of this mission are very straightforward. As soon as the mission begins, race to the first flag—simply run over the flag to pick it up. Once you've retrieved the flag, head for the base at the top of the map.

There are a total of eight flags on this map, so continue the same routine. Grab the flag, then return it to the highlighted base. But note, the positions of the bases aren't static.

Wait until you've retrieved a flag before making any plans on which route to take to the base. There are a total of three possible base locations, so pay close attention.

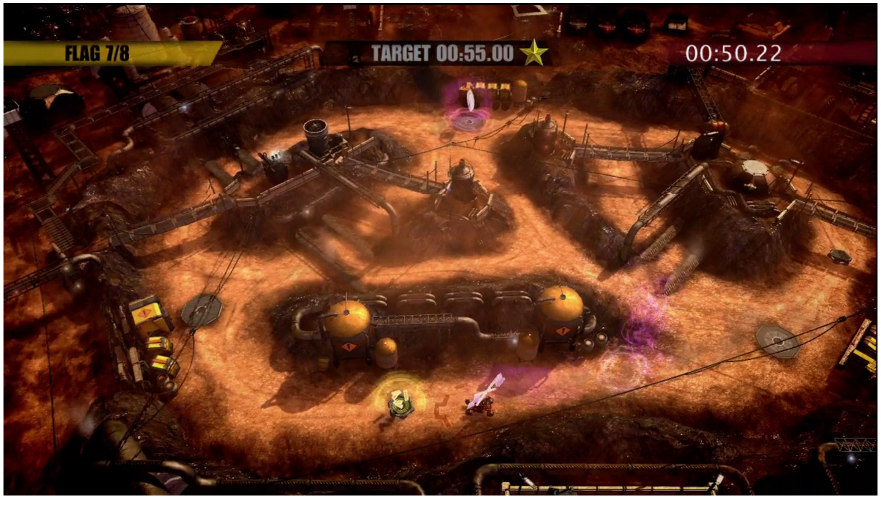
Please click to enlarge



Also, there is a Speed Boost pick-up that appears at the bottom of the map. Don't go out of your way to pick this up—this can cost time.

Instead, grab Speed Boost after retrieving the eighth flag, when you're already near the pickup, and then use its speed enhancement to race to the final base. Like all speed trial missions, this one may take a few attempts before you can achieve a gold star.

Please click to enlarge



Battlegrounds Training Levels

Level 2: Gunslinger

Mission Type: Shooting Range

Description: Destroy all the exploding mines.

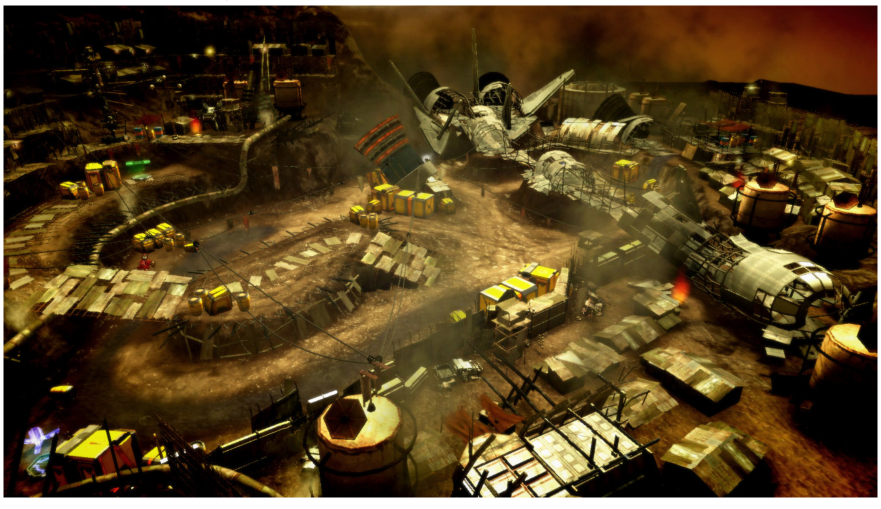
Mission Briefing: Our vehicles aren't just made for speed and maneuverability. Red Faction Armor comes locked and loaded for trouble. You think you're a bad gunslinger? Let's see how you do against my training targets. Clock's ticking, greenhorn- mount up and show me what you've got.

Vehicle: EDF Scout

Mission Ranks

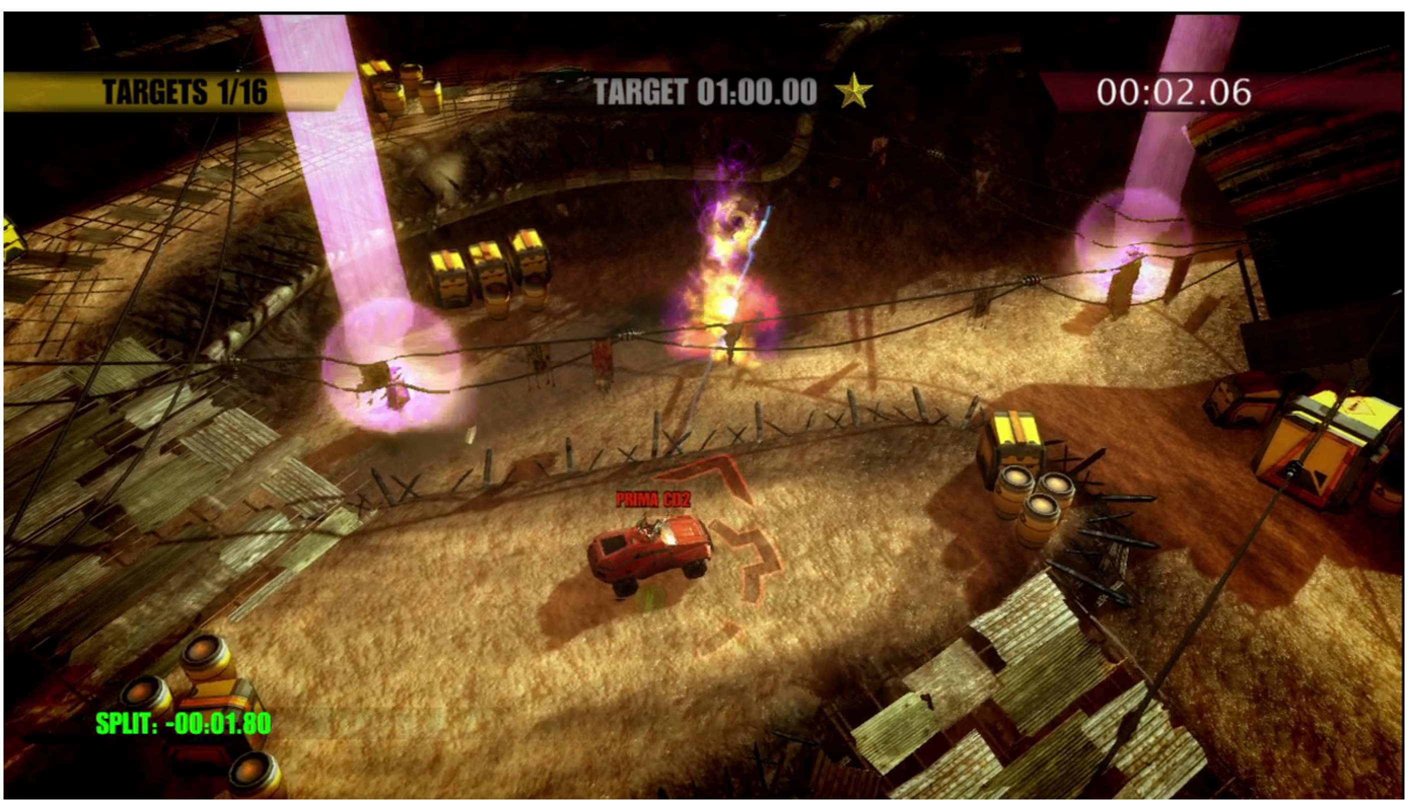
Start	Time
★	01:00.00
★	01:30.00
★	02:00.00

Please click to enlarge



In this mission you drive the EDF Scout, a reconnaissance vehicle equipped with a Gauss turret. The turret can rotate a full 360 degrees, so the vehicle doesn't have to be facing a target to hit it.

The goal of this mission is to take out sixteen mines as quickly as you can. You can take out the first three mines without even moving the vehicle. From the start position simply fire in the direction of the mines to destroy them.

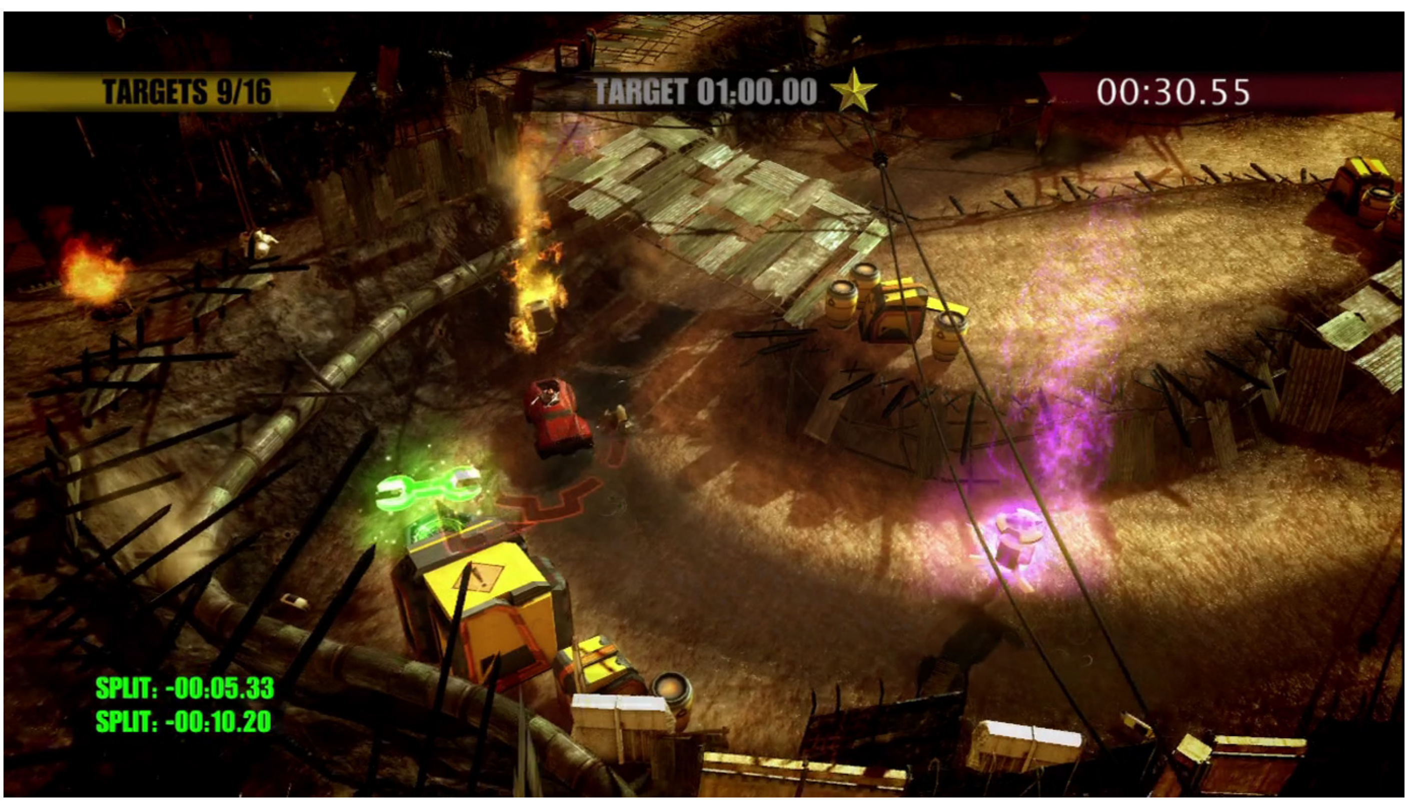


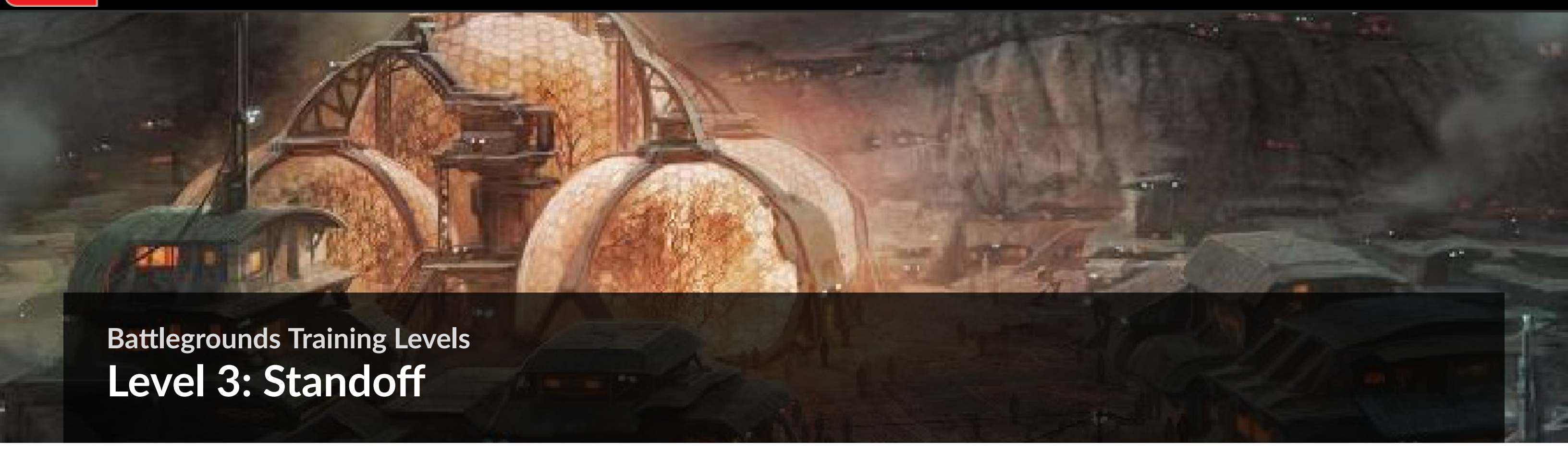
You can't hit every target from the starting point, so be ready to move out. Take care not to get too close to the mines you're targeting—when they explode they can damage or destroy your vehicle.

Only move the EDF Scout close enough to get a clear shot. The surrounding yellow crates and barrels are explosive, too. Sometimes targeting these explosive objects is enough to trigger a mine, ideal when you can't get line-of-sight on a mine from your location.

However, be careful not to run into these yellow objects or shoot them when you're too close. They too can damage your vehicle.

If you need repairs, there's a Repair pick-up that appears in the bottom left corner of the map. But any damage you take on this mission is your own fault and retrieving the pick-up can cost time.





Battlegrounds Training Levels

Level 3: Standoff

Mission Type: Survival

Description: You are under constant attack- survive as long as you can.

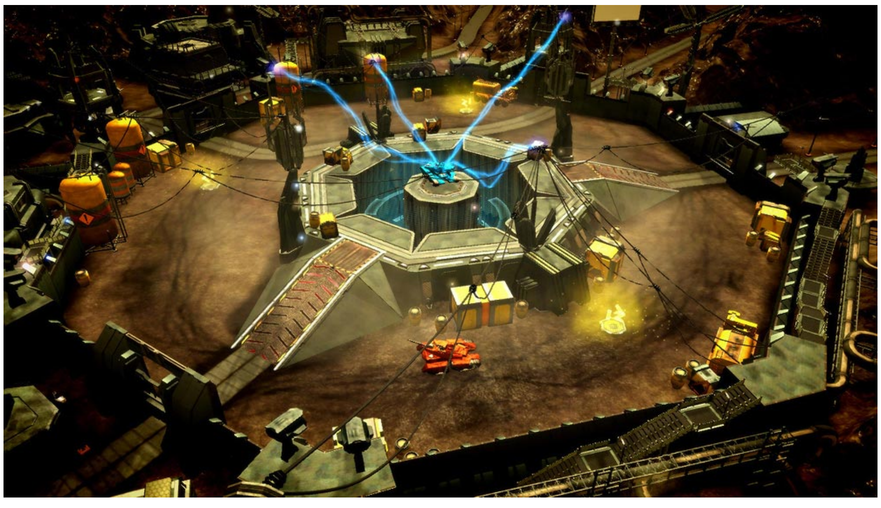
Mission Briefing: A Red Faction A Red Faction will face live fire countless times—might as well start now. This training mission will pit you against enemy vehicles. Survive as long as you can. I'm feeling merciful, so we'll go light on you—this round.

Vehicle: EDF Medium Tank

Mission Ranks

Start	Time
★	03:30.00
★	02:40.00
★	01:40.00

Please click to enlarge

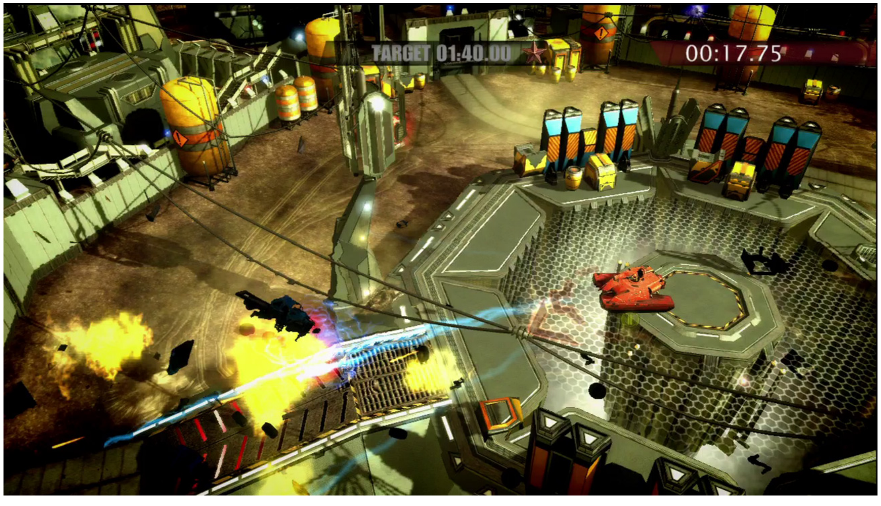


Unlike the previous missions, the clock is your friend here. You want to stay alive as long as possible while fending off waves of enemy vehicles. At the start of the mission, simply hold on the platform where you begin with the EDF Medium Tank.

This tank has a turret capable of rotating 360 degrees, so you can easily turn it to face each incoming vehicle. However, as the action gets heavier, turn the entire tank to face each incoming vehicle.

The tank's armor is thickest in the front, so you want this heavy armor facing incoming attacks to reduce damage. Never let the enemies attack the tank's weak rear armor.

Please click to enlarge

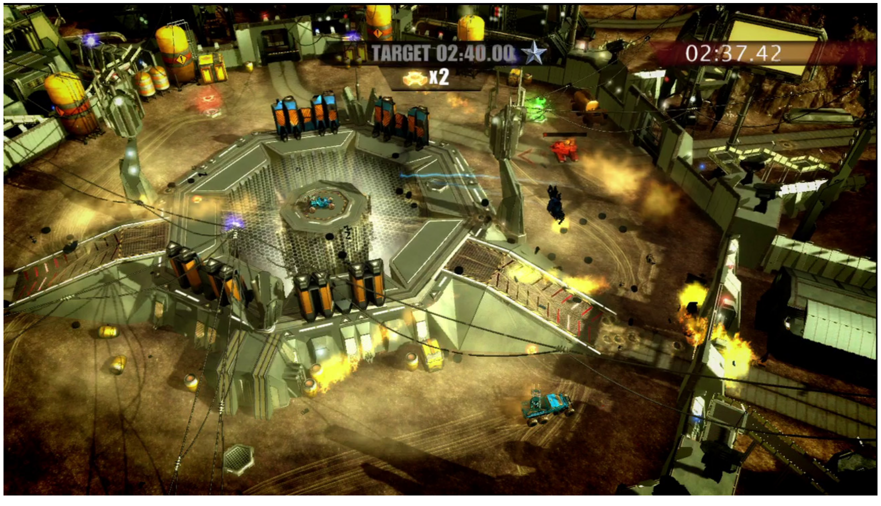


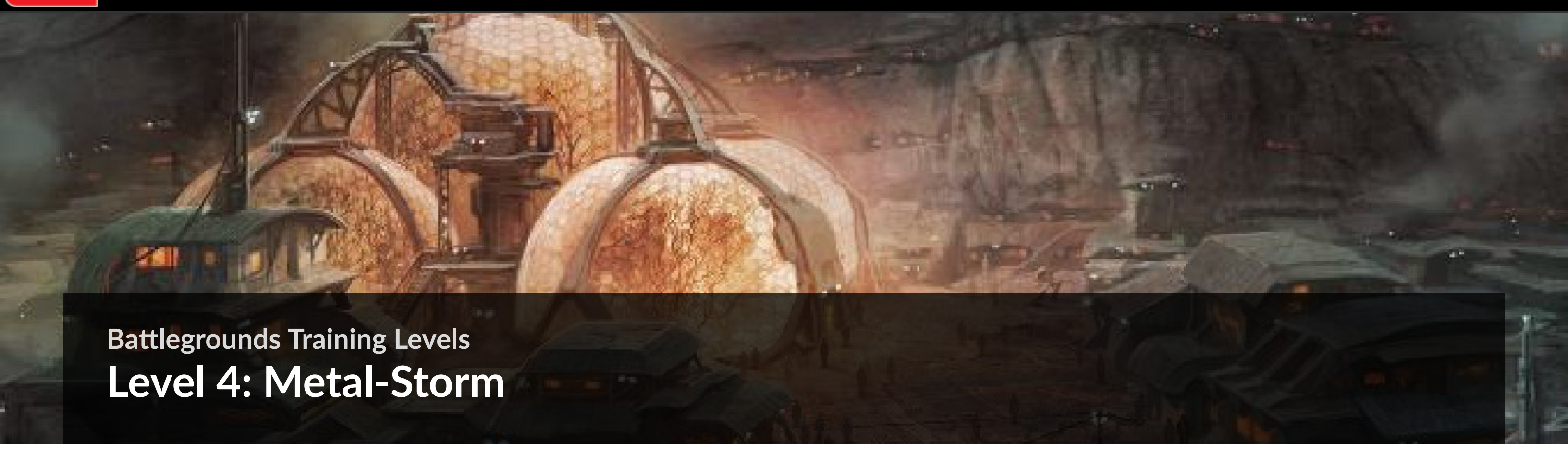
Enemy vehicles can only access the central platform via two ramps, so focus your fire on these narrow chokepoints to blow away the attackers. However, watch out for enemies simultaneously attacking from both sides.

If you act quickly, you can halt these flanking attacks before they inflict too much damage. If your tank begins taking heavy damage, you can retrieve a Repair pick-up at the top of the map—there are also Proximity Mines nearby too.

Leaving the central platform makes you vulnerable to flanking attacks, so grab the pick-ups and then make your way back to the central platform. Placing Proximity Mines at the base of each ramp is a good way to defend this location until you've survived long enough to achieve a gold star.

Please click to enlarge





Battlegrounds Training Levels

Level 4: Metal-Storm

Mission Type: Annihilate

Description: Destroy all the attacking enemies as fast as you can.

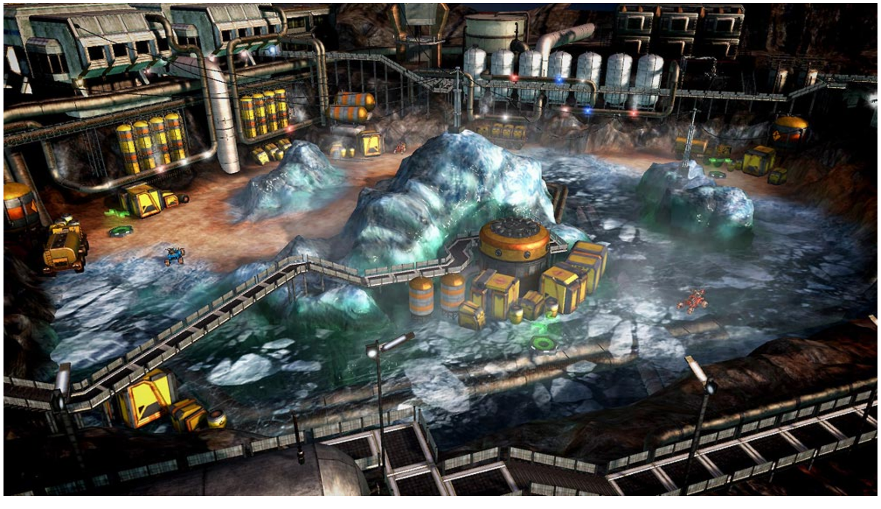
Mission Briefing: Leading an armored company into combat takes more than skill and the devil's luck. You've got to be willing to pound the enemy until his assets are nothing but scrap. Now climb into that walker and whip me up a metal-storm!

Vehicle: Light Walker

Mission Ranks

Start	Time
★	02:20.00
★	03:20.00
★	05:00.00

Please click to enlarge

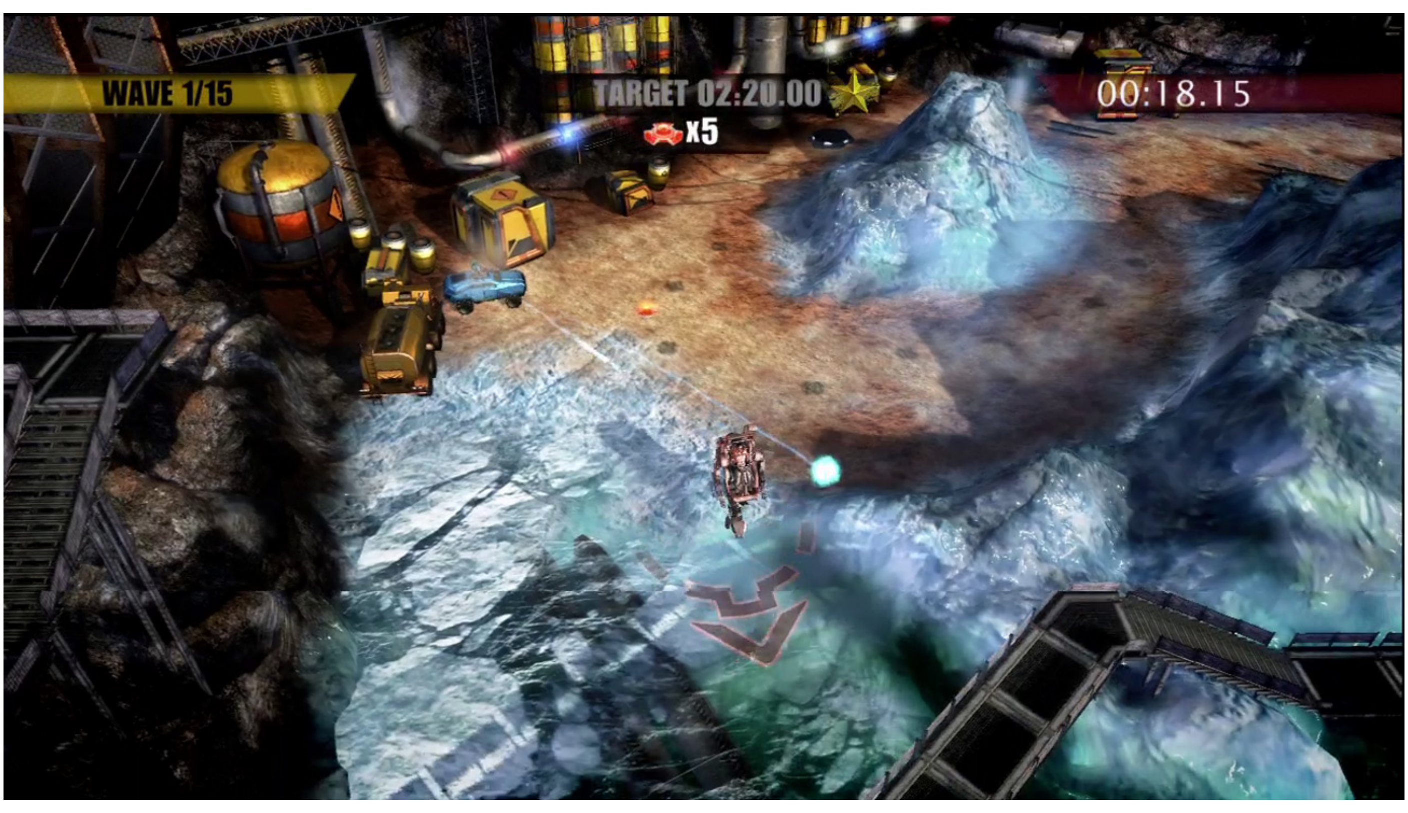


The Light Walker is fast and maneuverable, but it has no turret. Therefore, you must be facing your target to fire the vehicle's forward-facing Gauss guns. In this mission, it's all about speed—taking out the spawning enemy vehicles as quickly as possible.

There are fifteen waves you must destroy to complete the mission. The Light Walker does not fare well in toe-to-toe duels, especially against the heavier vehicles.

Utilize the Proximity Mines as much as possible. Lure the vehicles into chasing you while dropping Proximity Mines behind you.

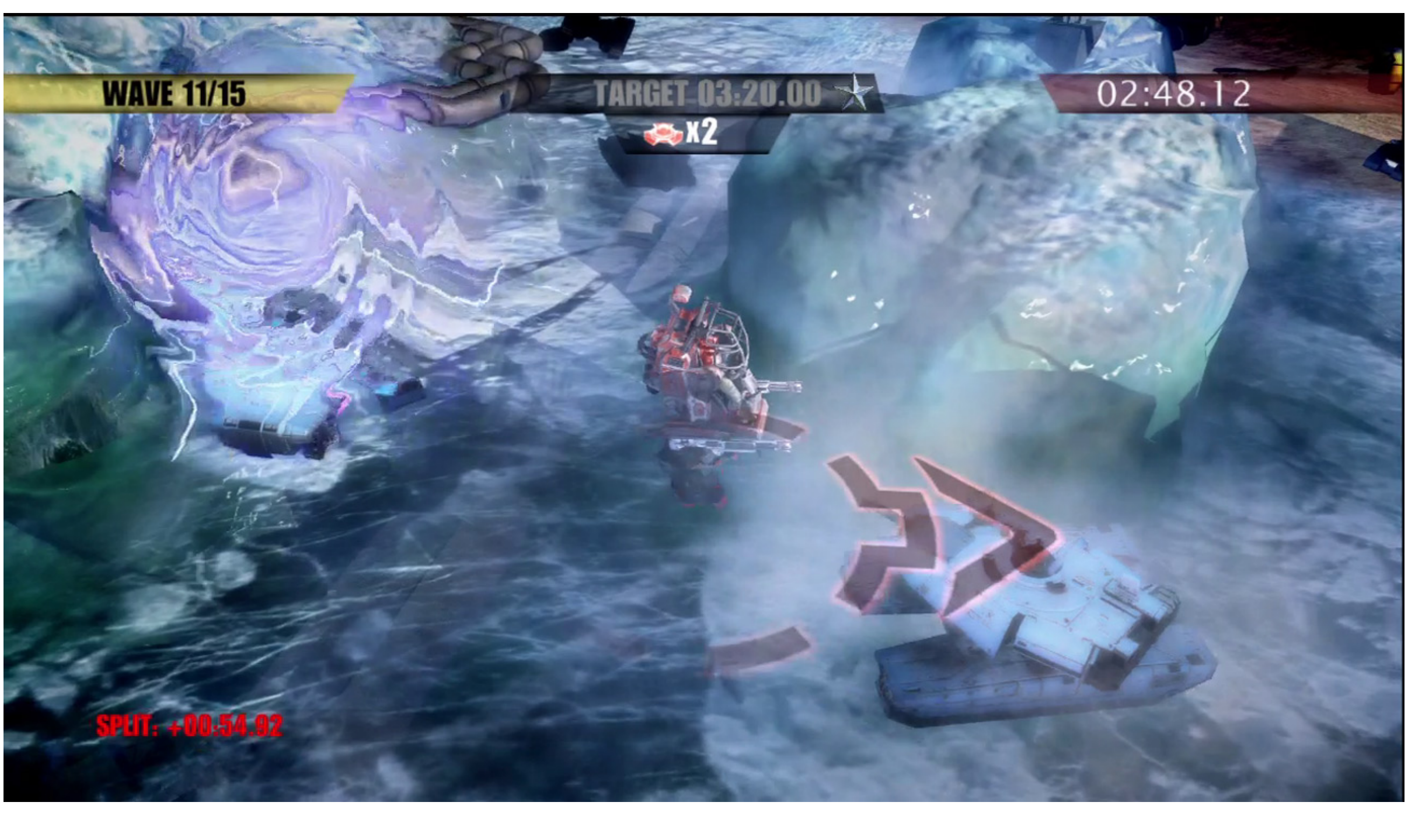
Also, make use of the explosive yellow objects, shooting them as enemy vehicles pass by to trigger huge explosions.



This mission introduces the Singularity Bomb pick-up. To use this weapon, you must first drop it at a desired location and then trigger it remotely. Activating the Singularity Bomb causes a large black hole to form, sucking enemy vehicles into it.

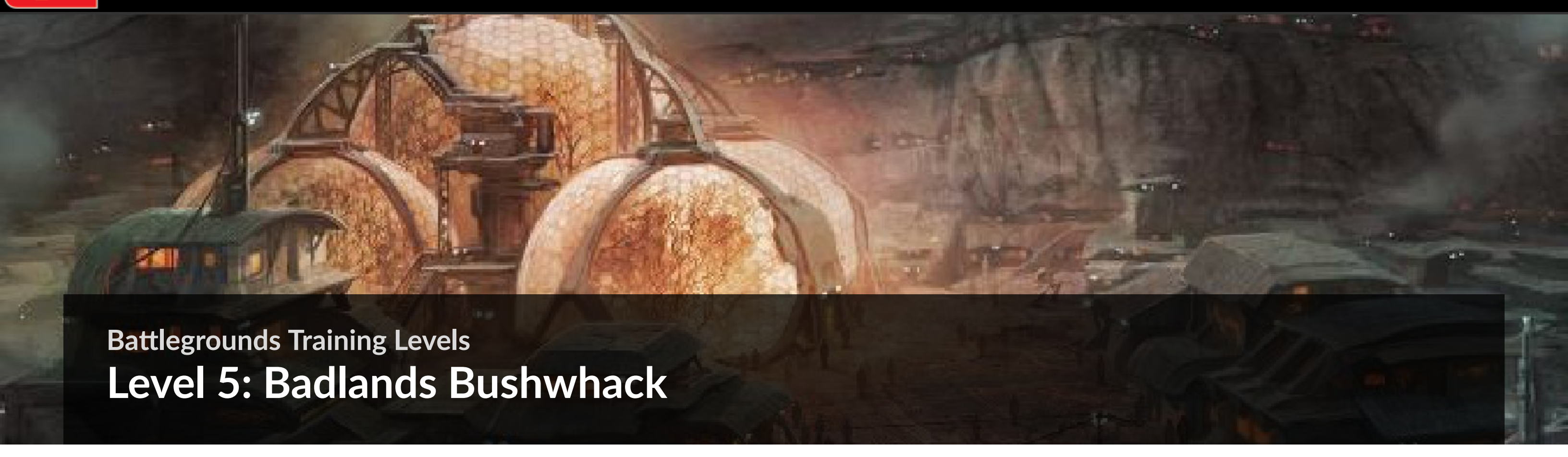
The black hole eventually collapses, triggering a massive explosion. You only get one Singularity Bomb per pick-up, but if used properly, you can harness this weapon's devastating power to take out multiple vehicles.

Just make sure you're far away when activating this weapon, or else you'll be sucked into the black hole or destroyed by the resulting explosion.



Note

In Annihilate missions, you automatically respawn if your vehicle is destroyed. However, you lose any pick-ups when respawning.



Battlegrounds Training Levels

Level 5: Badlands Bushwhack

Mission Type: Survival

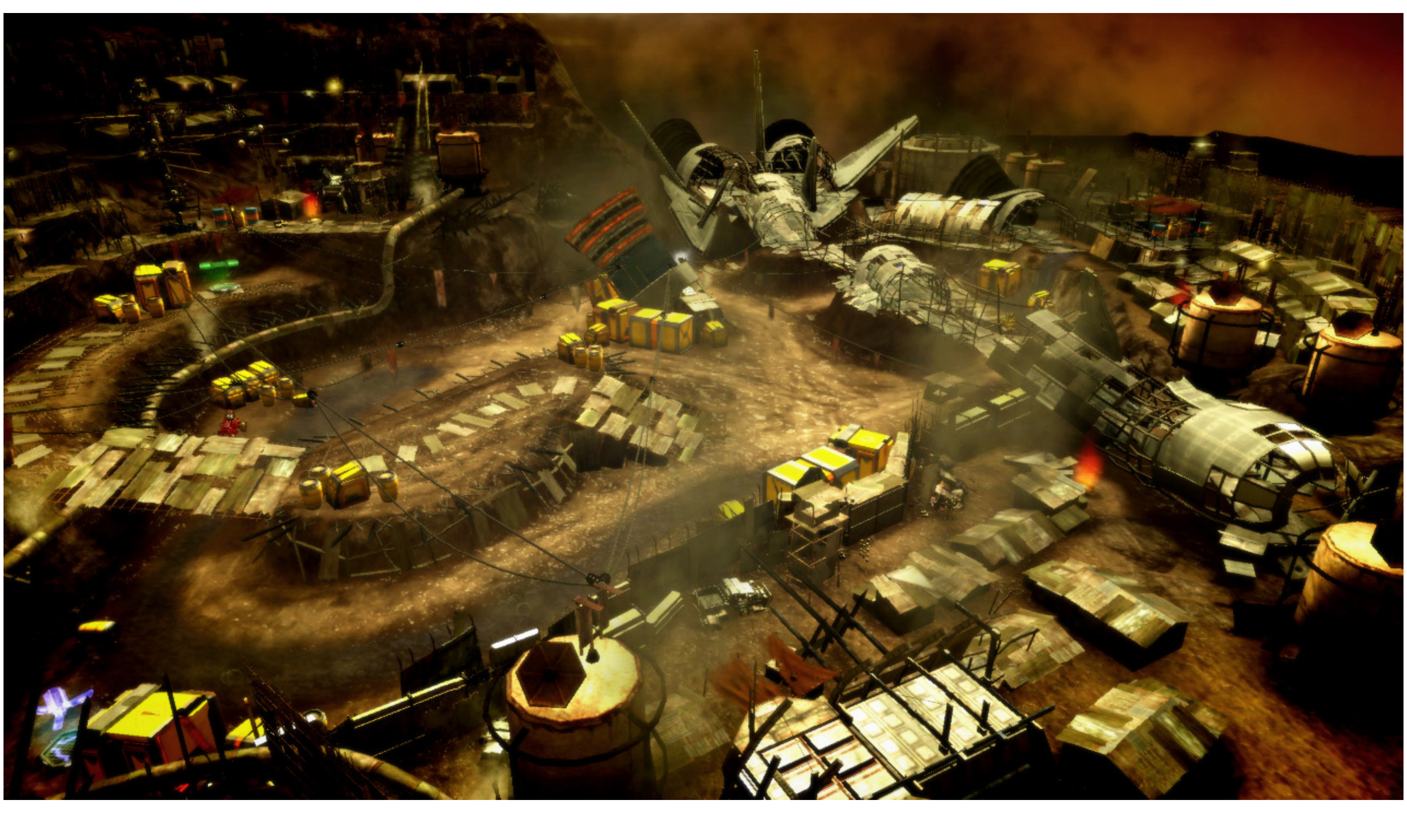
Description: You are under constant attack— survive as long as you can.

Mission Briefing: Red Faction recons the Badlands from corner to corner. Your rogue elements just love to bushwhack our scouts. If you're alone out there, you got to keep your armor in one piece long enough for the cavalry to arrive. That motivation enough for you? Then get rolling, rookie!

Vehicle: Rover Flatbed

Mission Ranks

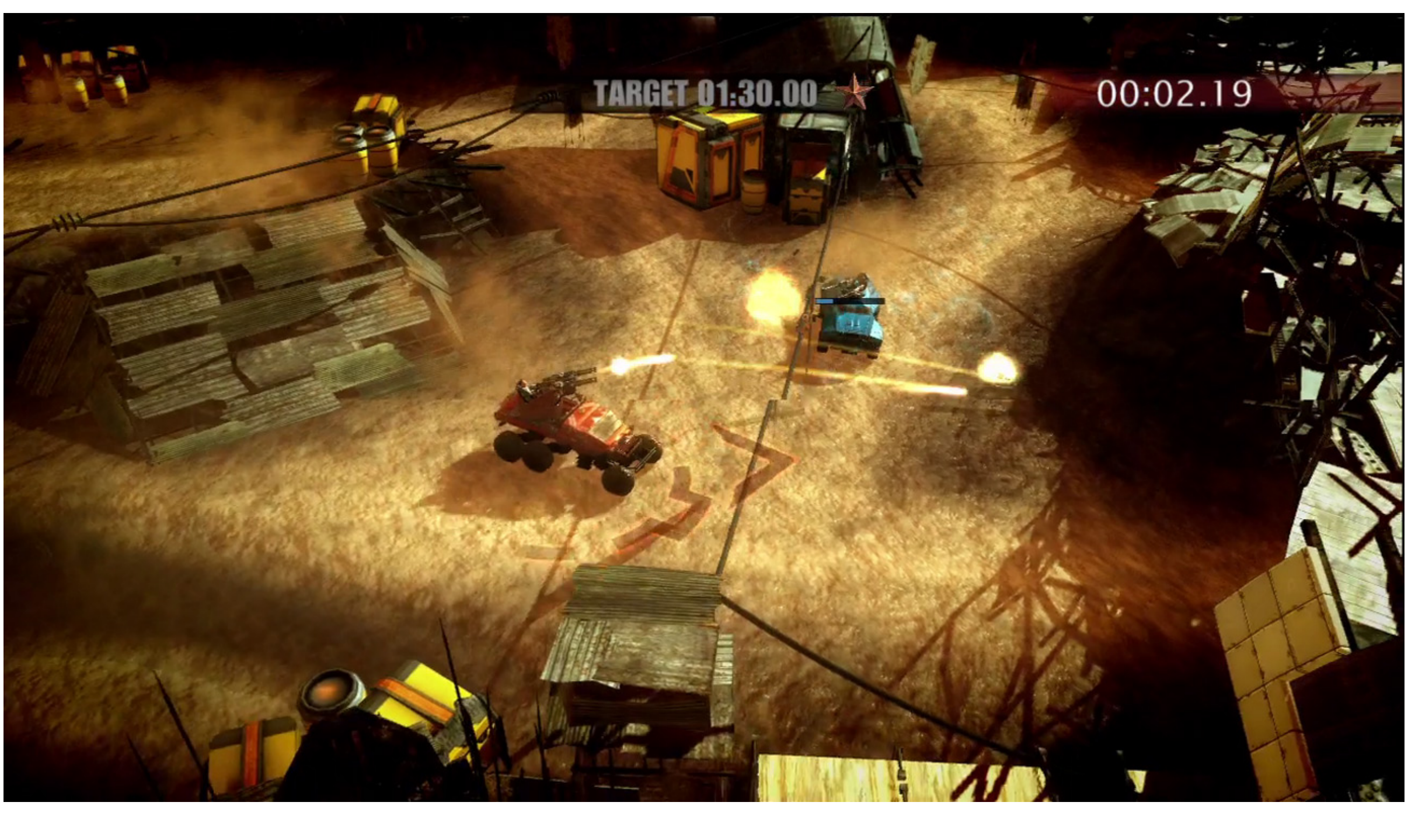
Start	Time
★	03:40.00
★	02:30.00
★	01:30.00



For its size, the Flatbed Rover is surprisingly fast and maneuverable. However, it can't withstand a ton of damage, so avoid pitched duels with other vehicles. Instead, drive away from enemy vehicles while engaging them with the vehicle's turret at long range.

The Rover Flatbed's cannons fire in an arc-like trajectory, allowing them to fire over the low hill in the center of the map.

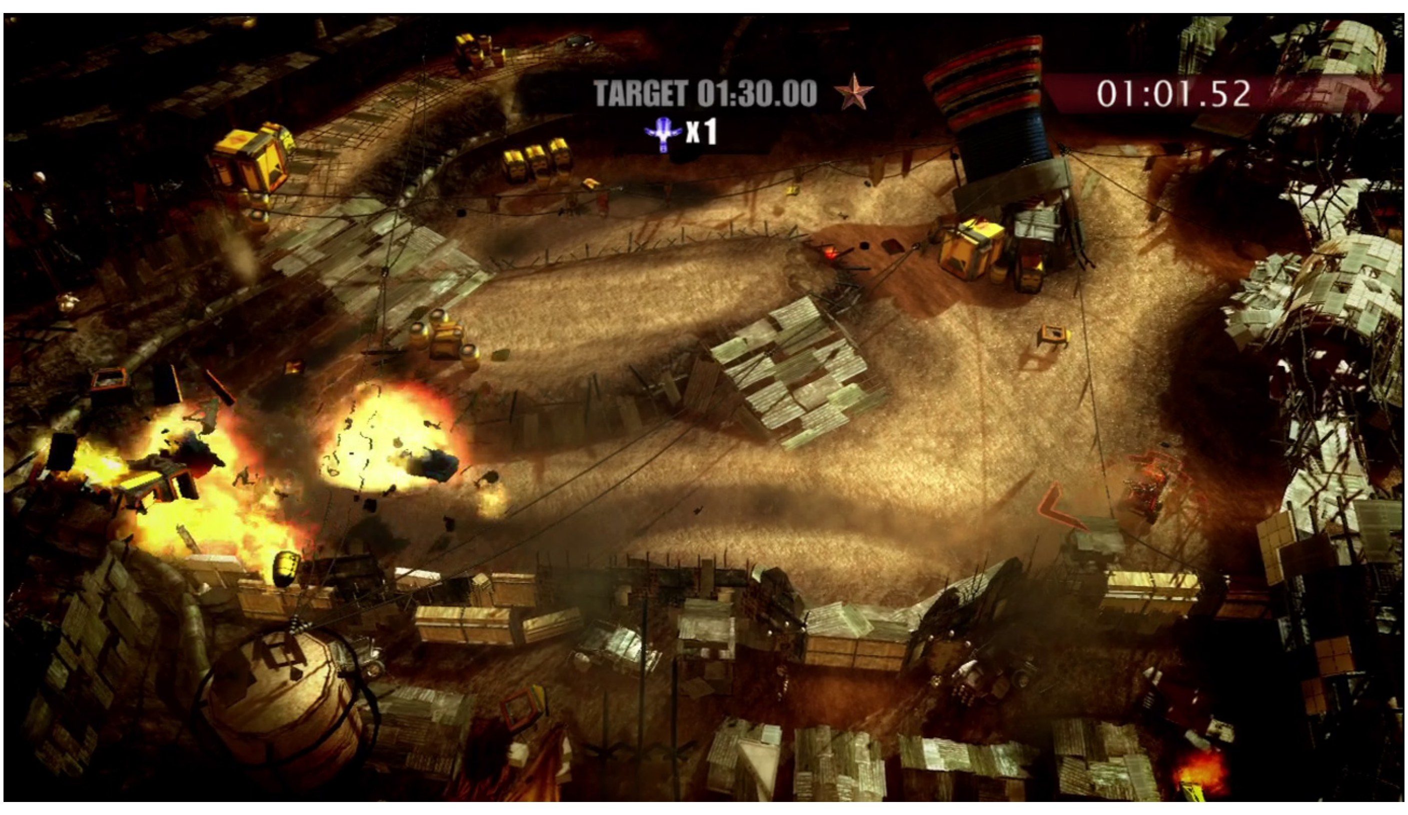
At the proper distance, the weapons can also hit targets on the upper-level paths on the left side of the map. But instead of engaging the first few enemy vehicles directly, simply keep your distance and let them chase you while you litter the paths with Proximity Mines.



In addition to Proximity Mines, you can also pick up Remote Mining Charges. These explosives pack a bigger punch than Proximity Mines, but must be detonated manually. After dropping one of these charges, wait until an enemy vehicle drives next to it before detonating it.

You can also drop multiple Remote Mining Charges and detonate them all simultaneously, triggering explosions all over the map. However, it's best to drop one of these charges at a time to get the most out of each weapon. For best results, drop these charges next to yellow explosive objects to intensify the destruction.

When you're not destroying enemy vehicles, be on the lookout for Repair pick-ups. No matter how careful you are, you will need to grab at least one of these to survive long enough to earn a gold star.



Tip

The Badlands Bushwhack mission has a great defensive location on the right-hand side behind the crashed spaceship. It's easy to defend this point using Remote Mining Charges and Proximity Mines.

Battlegrounds Training Levels

Level 6: Snatch and Grab

Mission Type: Speed Trial

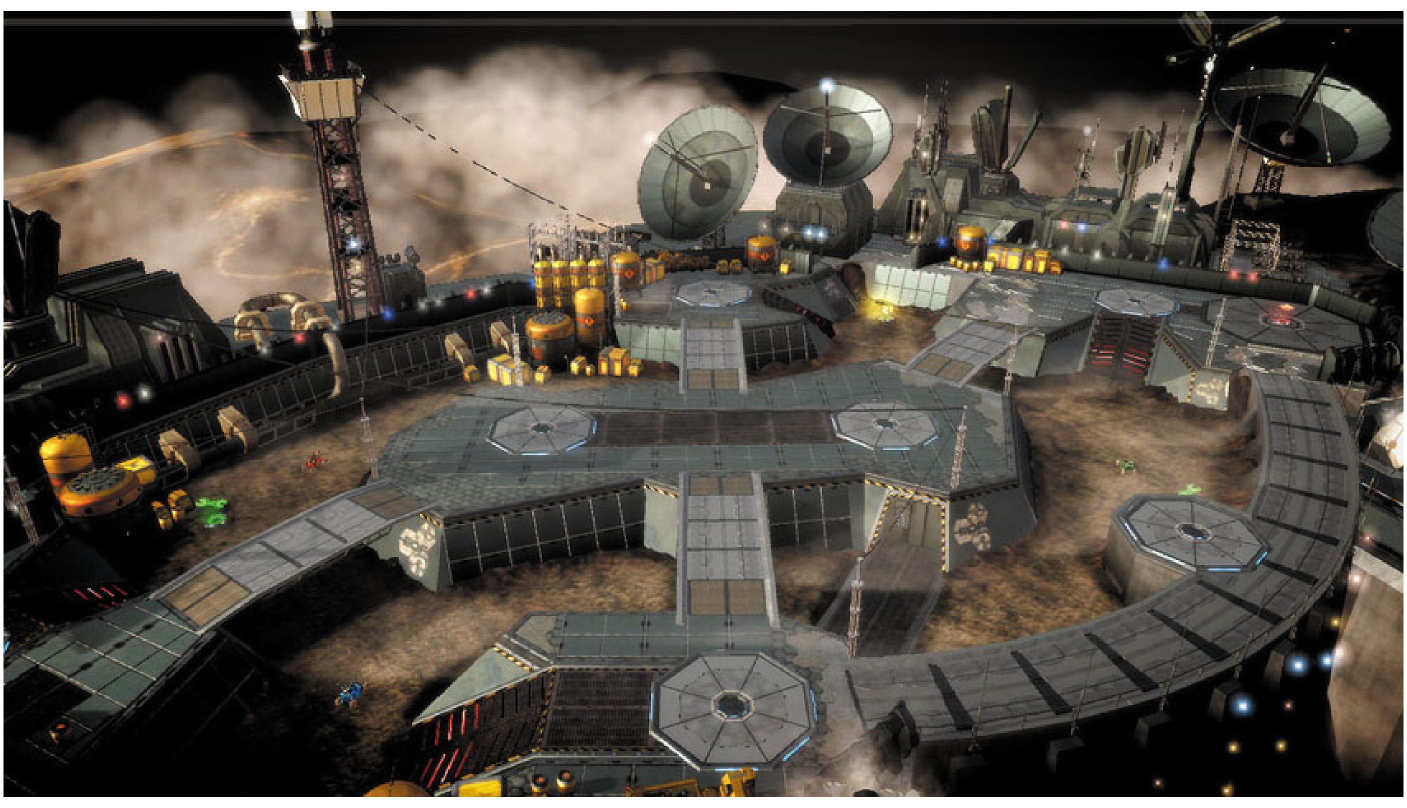
Description: Race to deliver the flags to the highlighted locations.

Mission Briefing: We got all kinds of environments on Mars. Some of the toughest to navigate are man-made. A commander needs a cool head, but a hot foot will keep you alive. Climb behind the wheel and grab some flags. And all I better see is a blur!

Vehicle: EDF Scout

Mission Ranks

Start	Time
★	01:20.00
★	01:35.00
★	02:00.00

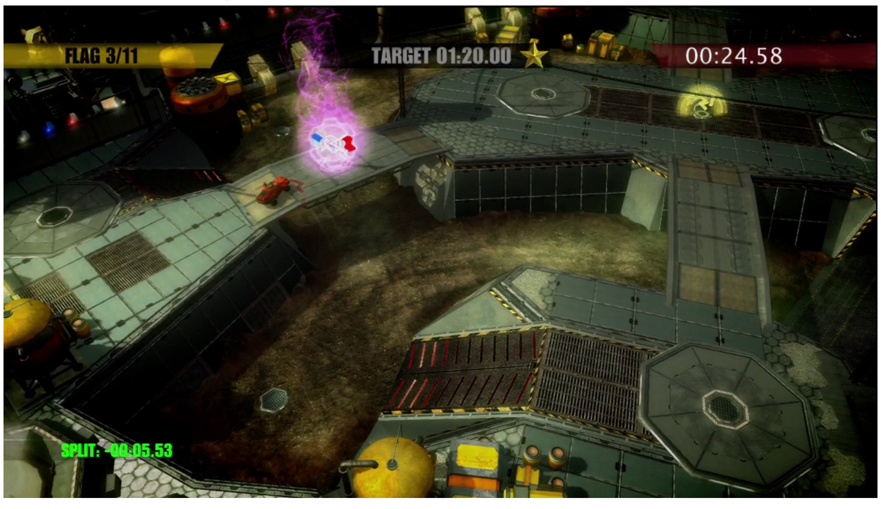


This is another Speed Trial mission requiring you to gather eleven flags and deliver them to a number of predetermined bases. However, this map presents some unique challenges. The Fortress consists of lower and upper pathways. Precision driving is required while racing along the narrow upper-level path. I

f you fall off, you can always get back to the upper level by using one of the many ramps. However, such mistakes are costly and can make the difference between attaining a gold and silver star.

Watch your speed while racing along the upper-level pathways, as there are no guardrails to keep you from dropping off.

Please click to enlarge

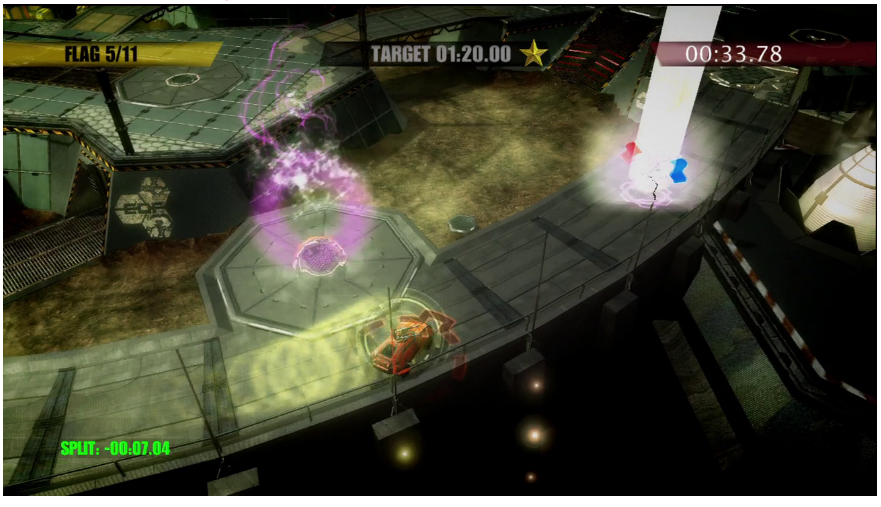


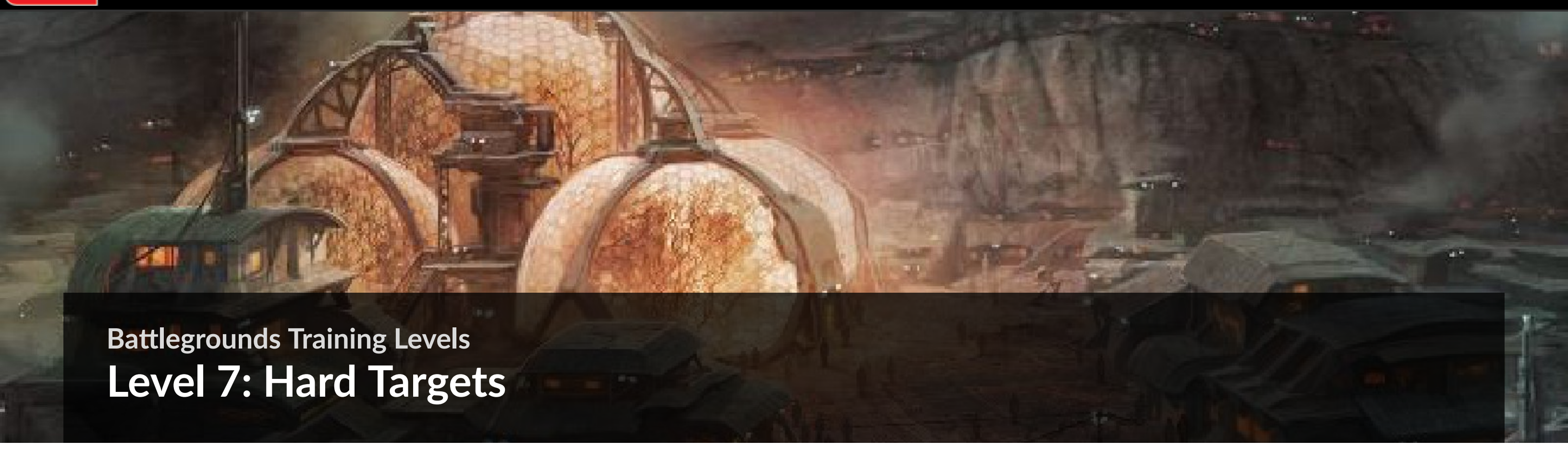
A Speed Boost pick-up is available at the top of the map not long after depositing the third flag. While the extra speed is welcome, it also makes the EDF Scout a bit harder to control, particularly when driving along the upper-level pathways.

Watch your speed and plan your turns carefully to avoid falling to the lower level. With eleven flags to deliver in under a minute and twenty seconds, it takes a nearly flawless round to achieve a gold star on this map. Play it a few times until you get comfortable with the layout.

The flag and base positions don't change with each new round, so memorize their locations to better plan your path through this map.

Please click to enlarge





Battlegrounds Training Levels

Level 7: Hard Targets

Mission Type: Shooting Range

Description: Destroy all the exploding mines.

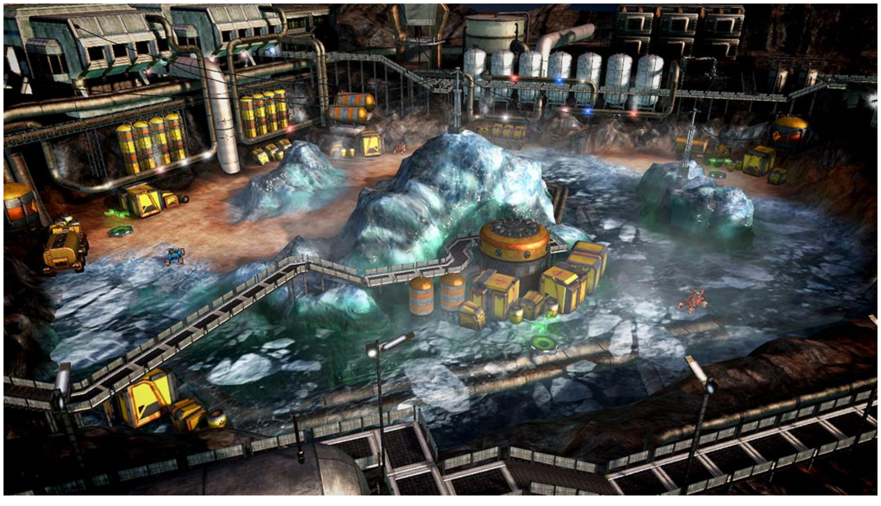
Mission Briefing: A Red Faction Armor jockey needs to hit the bulls-eye with two wheels on the ground and enemy fire buzzing his head. This exercise recalls the siege we had with some renegade Marauders out in Dust. You're racing against time here, so sweep that zone of hostiles.

Vehicle: Miner ATV

Mission Ranks

Start	Time
★	01:00.00
★	01:20.00
★	01:50.00

Please click to enlarge

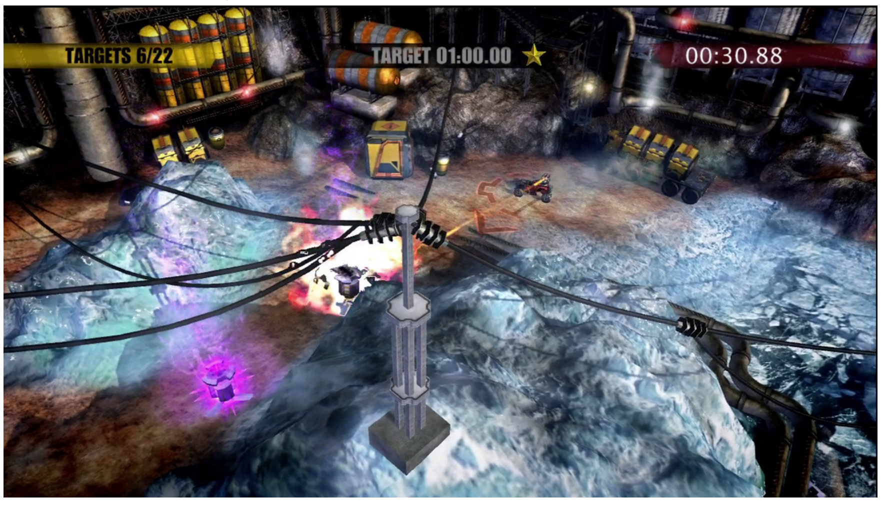


For this mission, you must hunt down and destroy twenty-two mines with the Miner ATV. Fortunately this vehicle is fast and has a turret capable of rotating 360 de-grees, making it easy to target these mines regardless of which direction the vehicle is traveling.

However, do your best to keep your distance from these exploding mines, as your vehicle can't sustain much damage.

Instead of driving toward the mine while firing, maneuver the vehicle within line-of-sight, stop, and then open fire. This prevents you from driving straight into a massive explosion.

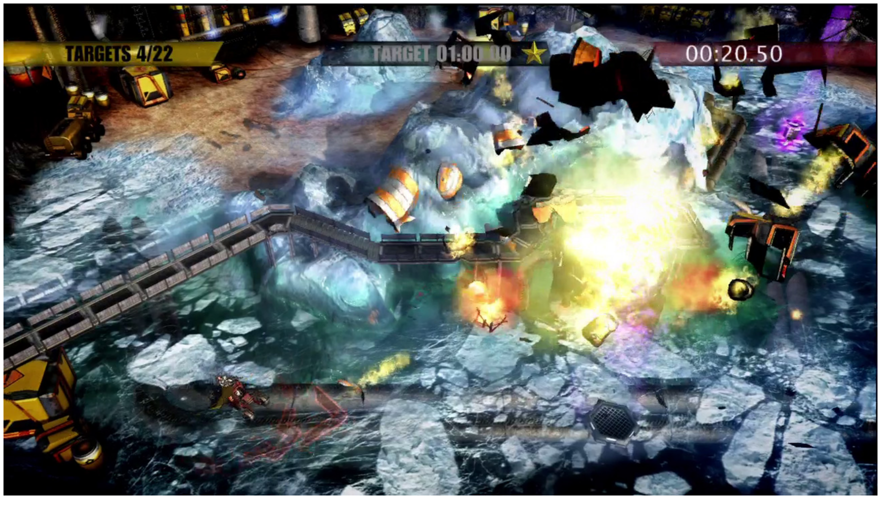
Please click to enlarge

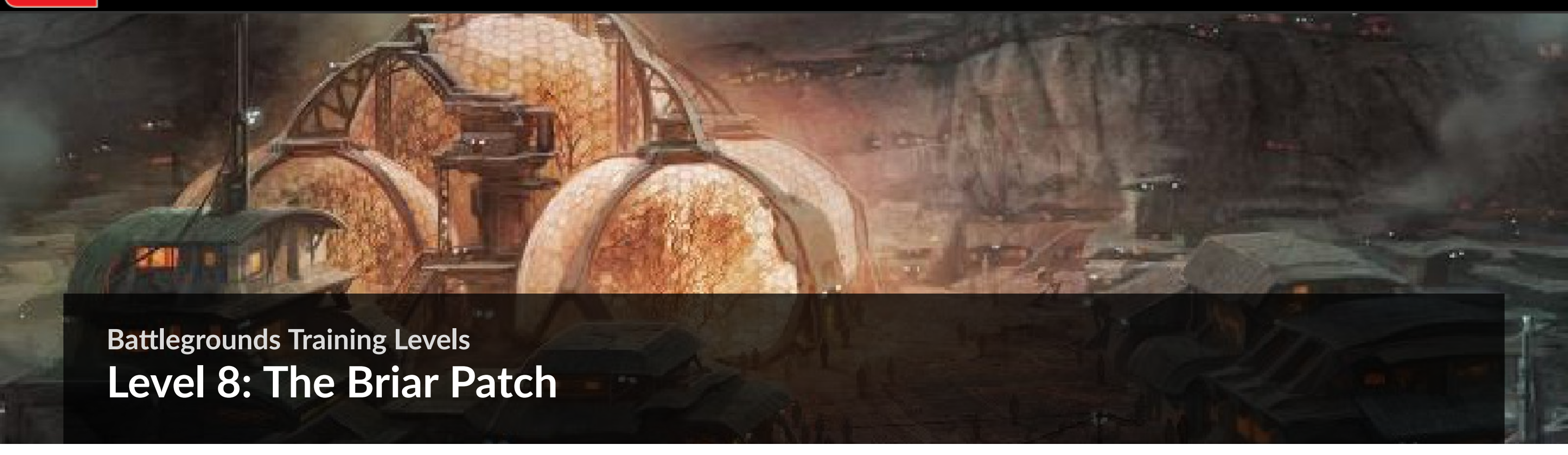


When possible, take advantage of the yellow objects and structures next to the mines. Setting off these volatile structures destroys all nearby mines, allowing you to be less precise with your targeting.

However, make sure you're a safe distance away before unloading on one of these structures. These objects and structures do not regenerate, so make the most of them to shave a few precious seconds off your time.

Please click to enlarge





Battlegrounds Training Levels

Level 8: The Briar Patch

Mission Type: Annihilate

Description: Destroy all the attacking enemies as quickly as possible.

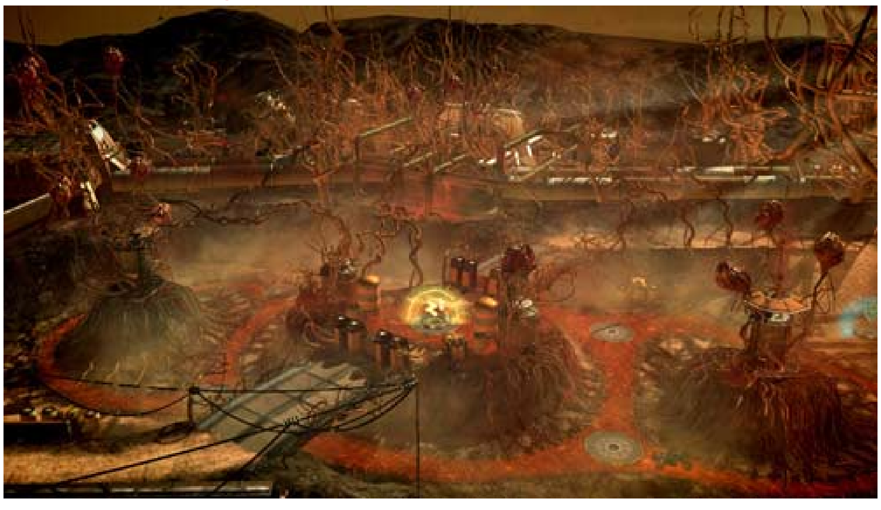
Mission Briefing: This next training area was a science complex where it seems some weird Martian plant growth went berserk. Abandoned biohazard equals new Red Faction playground. Feel free to tear things up as you annihilate the enemy vehicles hunting for blood!

Vehicle: EDF Medium Tank

Mission Ranks

Start	Time
★	02:40.00
★	03:00.00
★	03:40.00

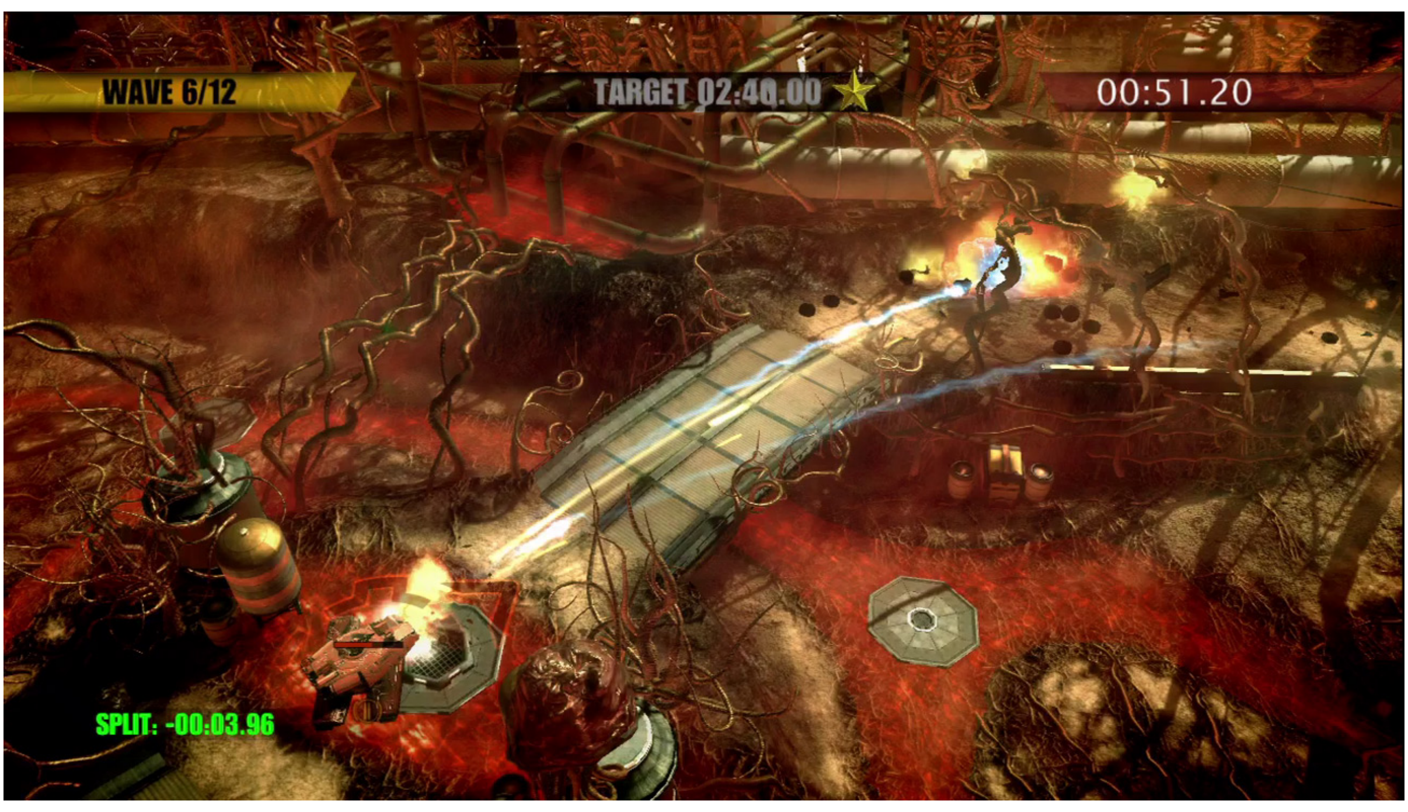
Please click to enlarge



This time you get to take the EDF Medium Tank on the offensive, plowing through twelve waves of enemy vehicles. For the most part, the enemy vehicles come directly to you, so you don't have to chase after them.

Consider holding near the starting position and blasting the enemy vehicles with the tank's Gauss cannon as they charge directly at you. But remember, always keep the tank's front armor facing the enemy to minimize damage. And be careful when crossing the narrow bridges on the upper level.

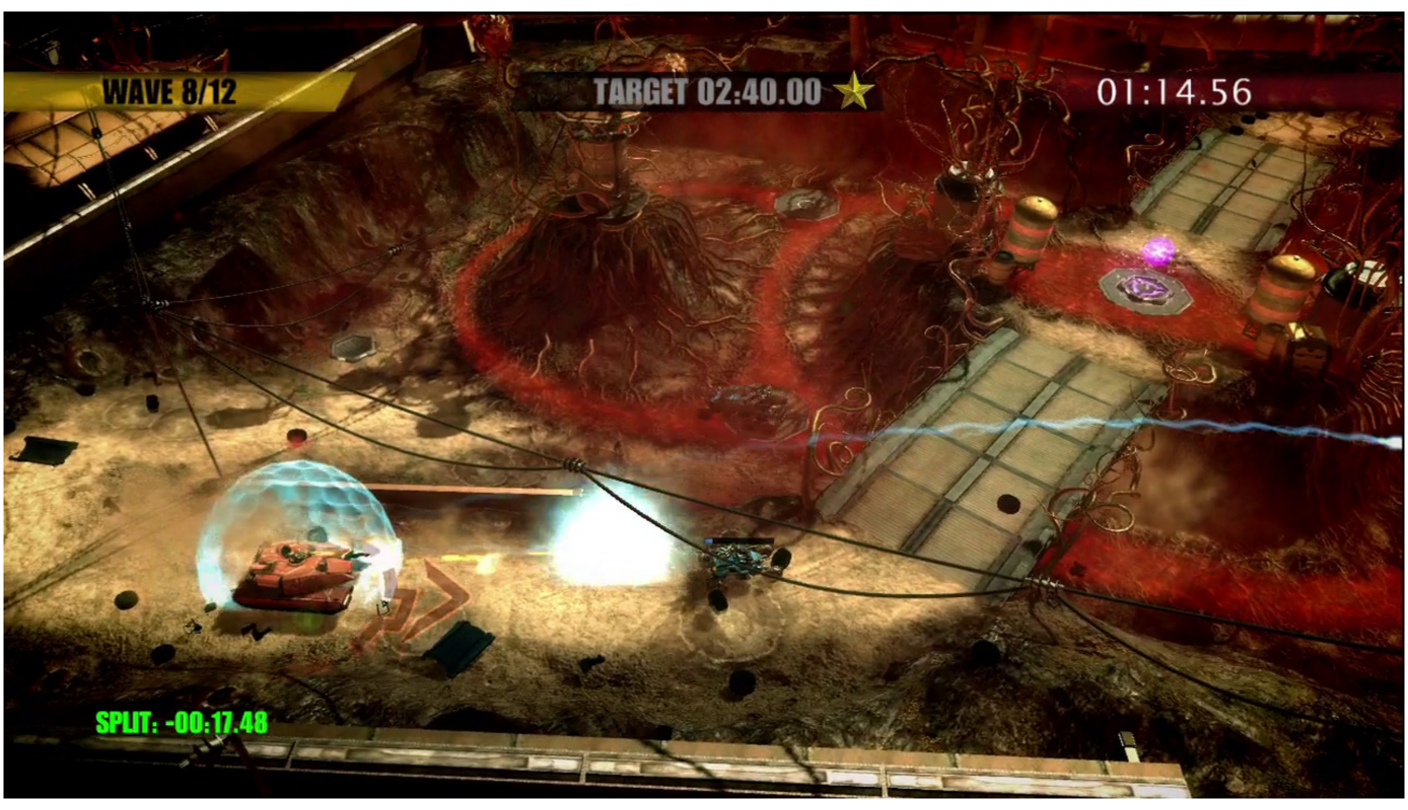
If the tank falls off and lands upside down, the tank is destroyed, forcing you to respawn.

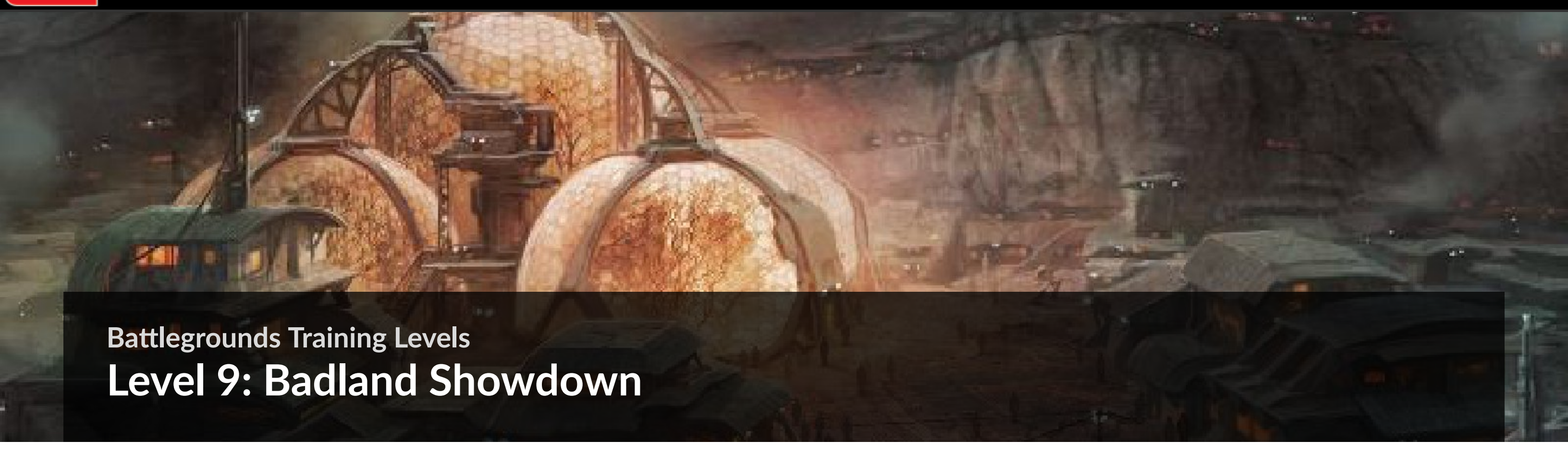


This mission introduces the Armor Boost pick-up. Grab this on the left side of the map as soon as it appears. This projects a force field around your vehicle, making you invincible for a limited time.

While the Armor Boost is active you don't need to worry about keeping your front armor facing the enemy. Simply stay put and rotate the tank's turret to blast all incoming enemy vehicles.

There are also Remote Mining Charges and Singularity Bomb pick-ups on this map, adding more firepower to your arsenal. As long as you don't get caught up in chasing down the enemy vehicles, you should have no problem wiping out all twelve waves with time to spare, earning you a gold star.





Battlegrounds Training Levels

Level 9: Badland Showdown

Mission Type: Survival

Description: You are under constant attack— survive as long as you can.

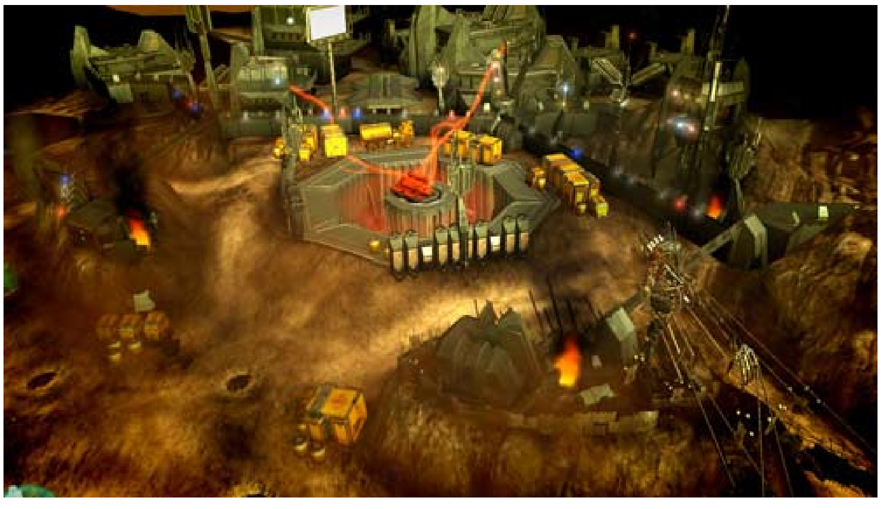
Mission Briefing: With a few missions under your belt, you must feel like a real hotshot. Time to up the ante. You're heading back to the Badlands for a showdown with enemy vehicles and walkers. Beat the clock and maybe you'll be a step closer to earning a spot in my beloved Armor Company!

Vehicle: EDF MLRS

Mission Ranks

Start	Time
★	04:00.00
★	03:00.00
★	02:00.00

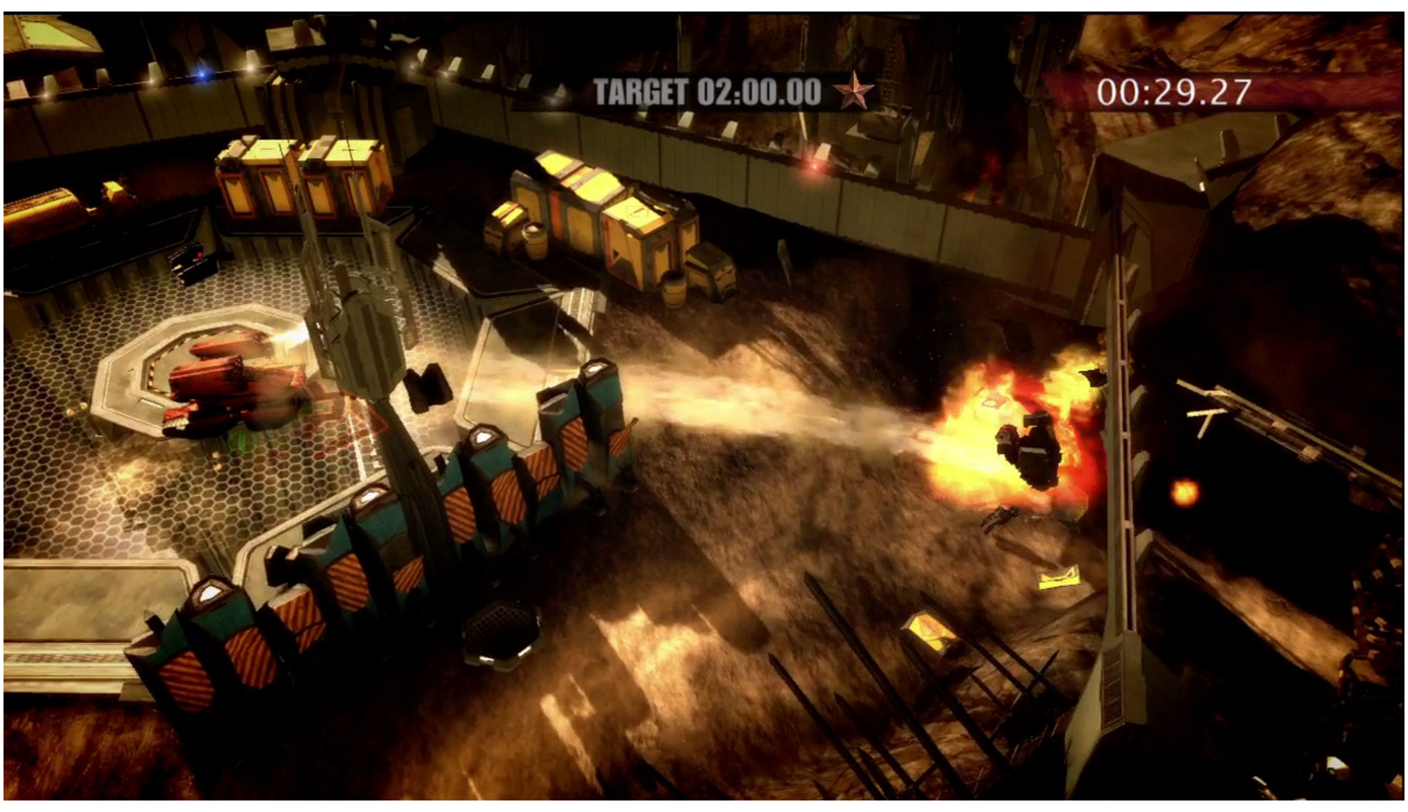
Please click to enlarge



The EDF MLRS is equipped with a missile turret capable of rapidly raining down destruction on your enemies at long range. Since this is a Survival mission, it's best to stay put behind the protective walls of the platform at the center of the map.

Let the enemy vehicles come to you and then blow them away, preferably before they can get a shot off. Although it looks durable, the EDF MLRS can't take a ton of damage.

Do your best to use the walls surrounding the platform for protection. As with the EDF Medium Tank, always keep your front armor facing enemy vehicles to minimize damage during duels.



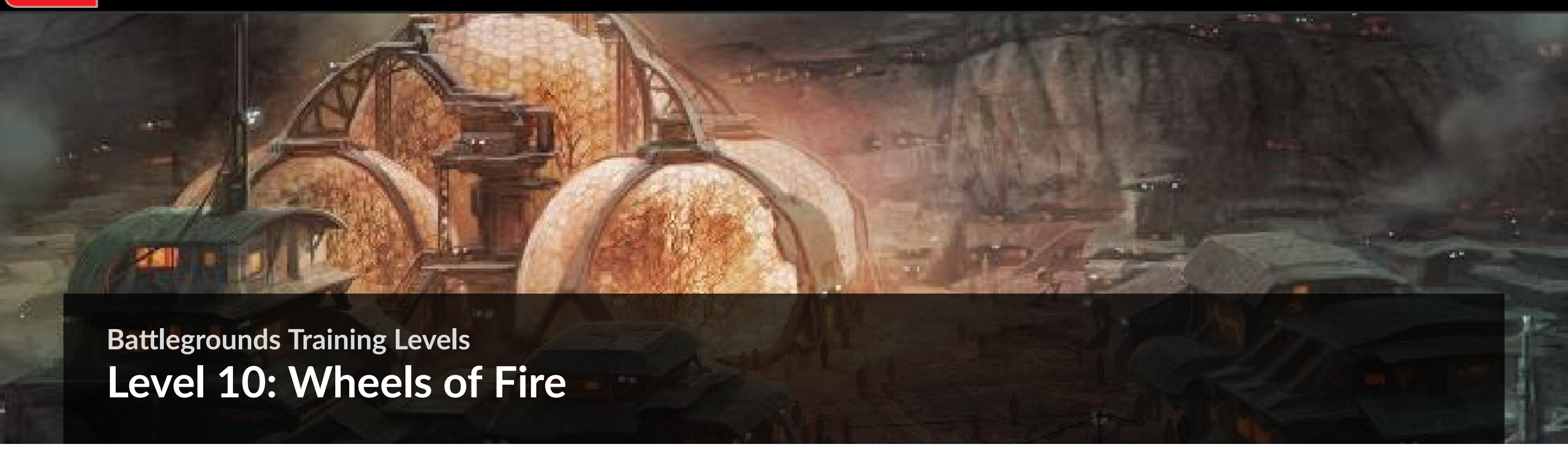
Despite your best efforts to avoid damage, at some point you must leave the confines of the central platform to retrieve a Repair pick-up. This vehicle is slow and incapable of outrunning most of the enemy vehicles.

Keep your front armor facing the enemy and open fire before you absorb too much damage. Once you've grabbed the Repair pick-up, consider retrieving some Proximity Mines while you're outside your defensive bunker.

Scatter these mines outside the entry points to add a bit more security to your central position. Later on you can also retrieve a Singularity Bomb at the bottom of the map, but the Proximity Mines are more effective for defending this position.

Simply stay put and hold out as long as possible.

TARGET 02:00.00 ★
01:10.76



Battlegrounds Training Levels

Level 10: Wheels of Fire

Mission Type: Speed Trial

Description: Race to deliver the flags to the highlighted locations.

Mission Briefing: Intel reports that smugglers are training their drivers to outrun our patrols. We're not letting some raggedy outlaws leave Red Faction in the dust. Get out on the flag course and work your speed. I'll be watching the clock—don't disappoint me!

Vehicle: Miner ATV

Mission Ranks

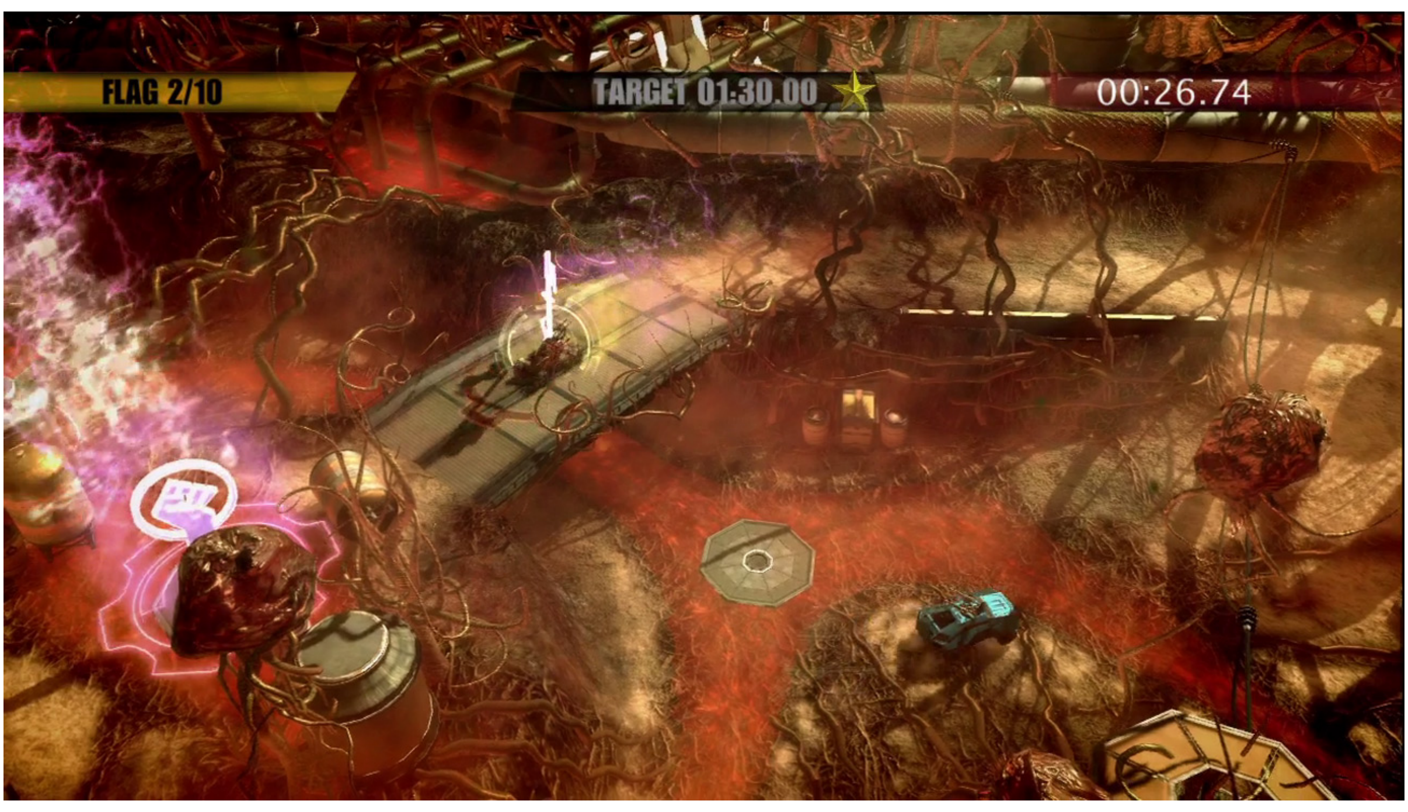
Start	Time
★	01:30.00
★	01:50.00
★	02:10.00

Please click to enlarge

This Speed Trial mission has a new twist. Instead of running the course by yourself, you're under constant attack by enemy vehicles. Fortunately, the Miner ATV is fast enough to stay ahead of them, so don't let these enemies distract you from the task at hand. There are a total of ten flags you must deliver.

Pay close attention to the upper and lower paths while gathering flags and do your best to avoid inadvertently falling off the upper path. However, such transitions can work in your favor when attempting to reach lower level bases and flags.

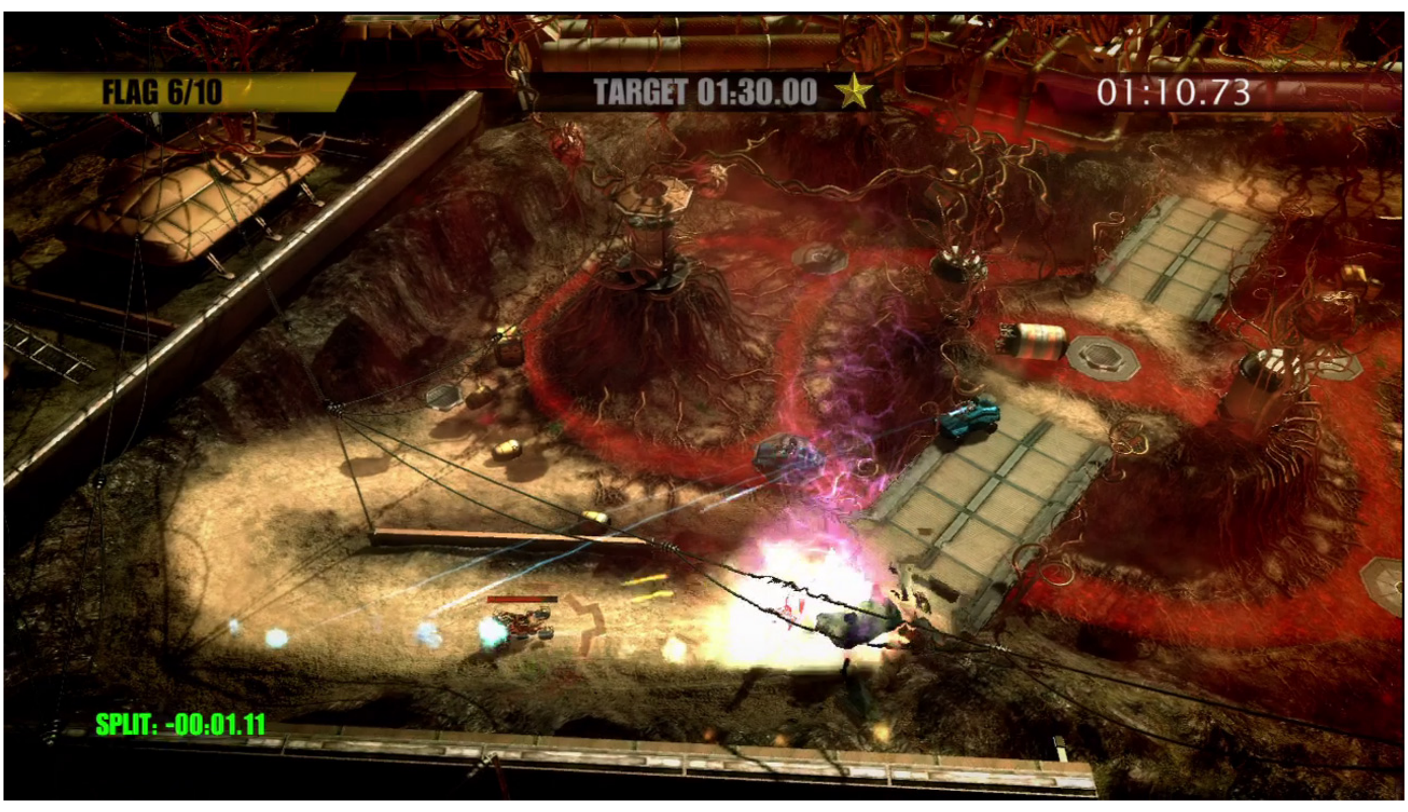
Simply jump off the edge of the path to reach the lower level—this saves you a lot of time.



Later in the round, combat may be unavoidable as more and more enemy vehicles fill the map. Still, don't go out of your way to attack these vehicles. Stay focused on gathering and delivering the flags.

If enemy vehicles pull alongside you or charge directly at you, then by all means open fire with the Miner ATV's turret, but this is the only weapon at your disposal. There are no offensive pick-ups on this map—only Speed Boost.

Also, look for opportunities to shoot the yellow barrels and crates lining the course, triggering large explosions as enemy vehicles drive past.



Battlegrounds Training Levels

Level 11: Toxic Takedown

Mission Type: Annihilate

Description: Destroy all the attacking enemies as quickly as possible.

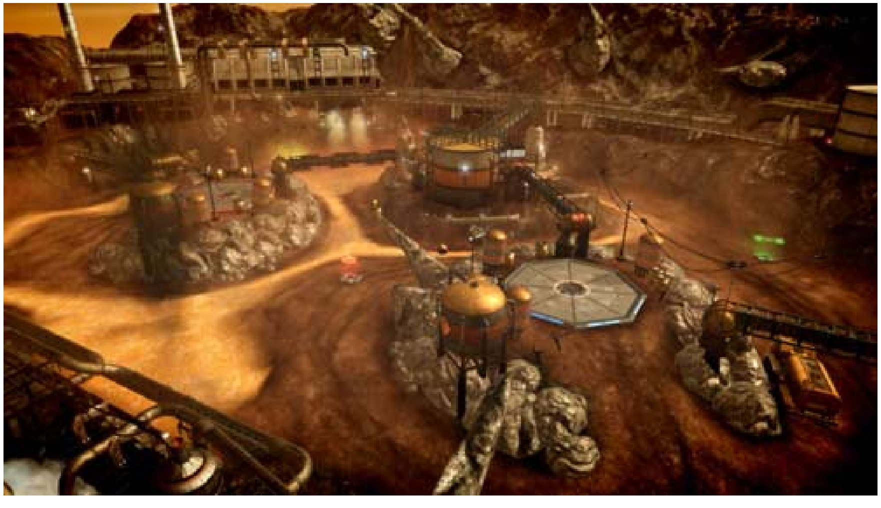
Mission Briefing: Last year, some remnant EDF troops hit a chem factory and almost unleashed a toxic cloud on Parker. Took us by surprise. I don't like surprises. I need you trained up against enemy heavy armor. Climb into that Combat Walker—and make sure it's the last thing standing!

Vehicle: Combat Walker

Mission Ranks

Start	Time
★	01:45.00
★	02:10.00
★	02:50.00

Please click to enlarge

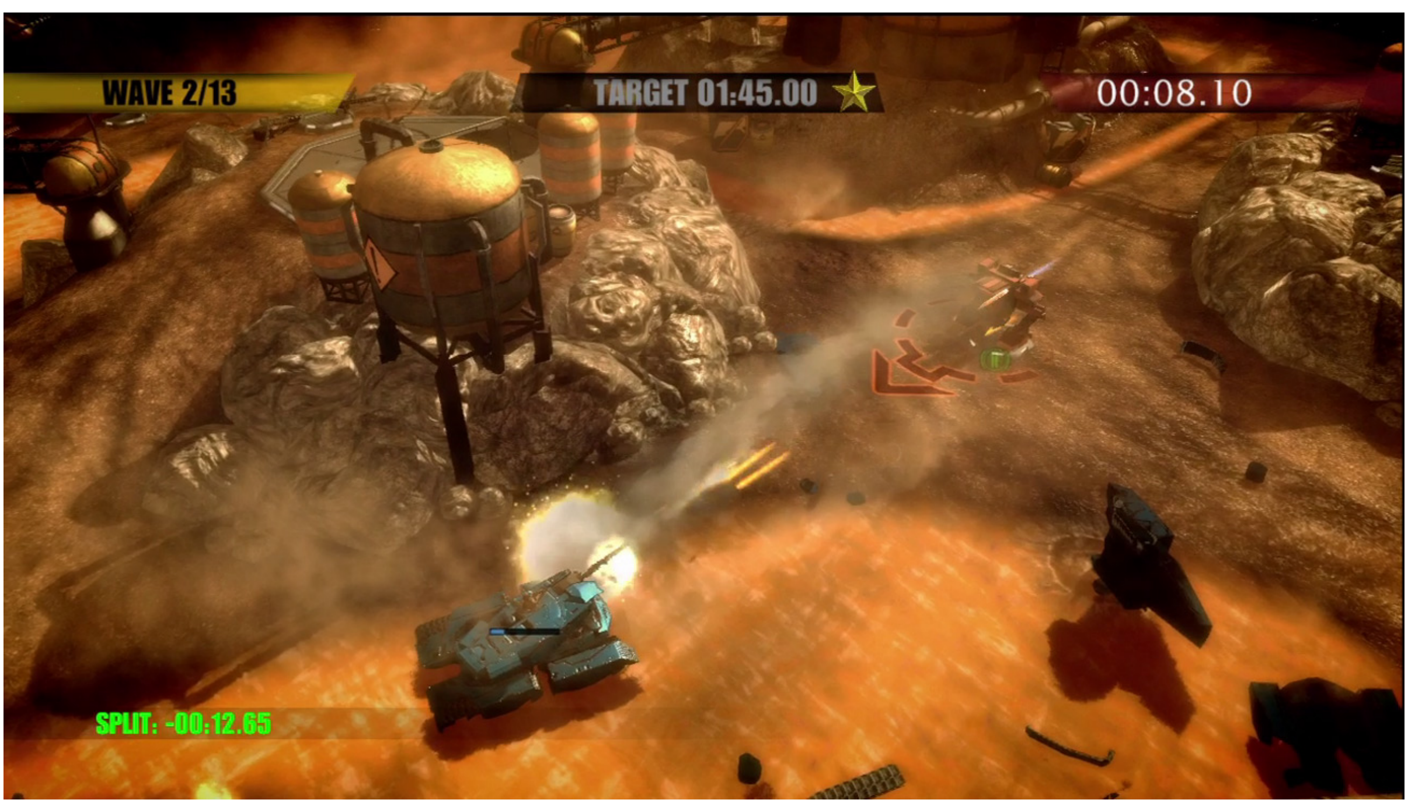


In this challenging mission, you pilot a Combat Walker against wave after wave of enemy armor, including multiple EDF Heavy Tanks.

While the Combat Walker's rockets are effective against these tanks, in most instances it's best not to get into a duel with these bad boys. However, unlike Survival missions, there are no dire consequences for dying here—you simply respawn in the center of the map.

Attack these vehicles aggressively, holding your ground and firing salvos of rockets until they're destroyed. If your Combat Walker is destroyed, simply wait to respawn and resume your attack.

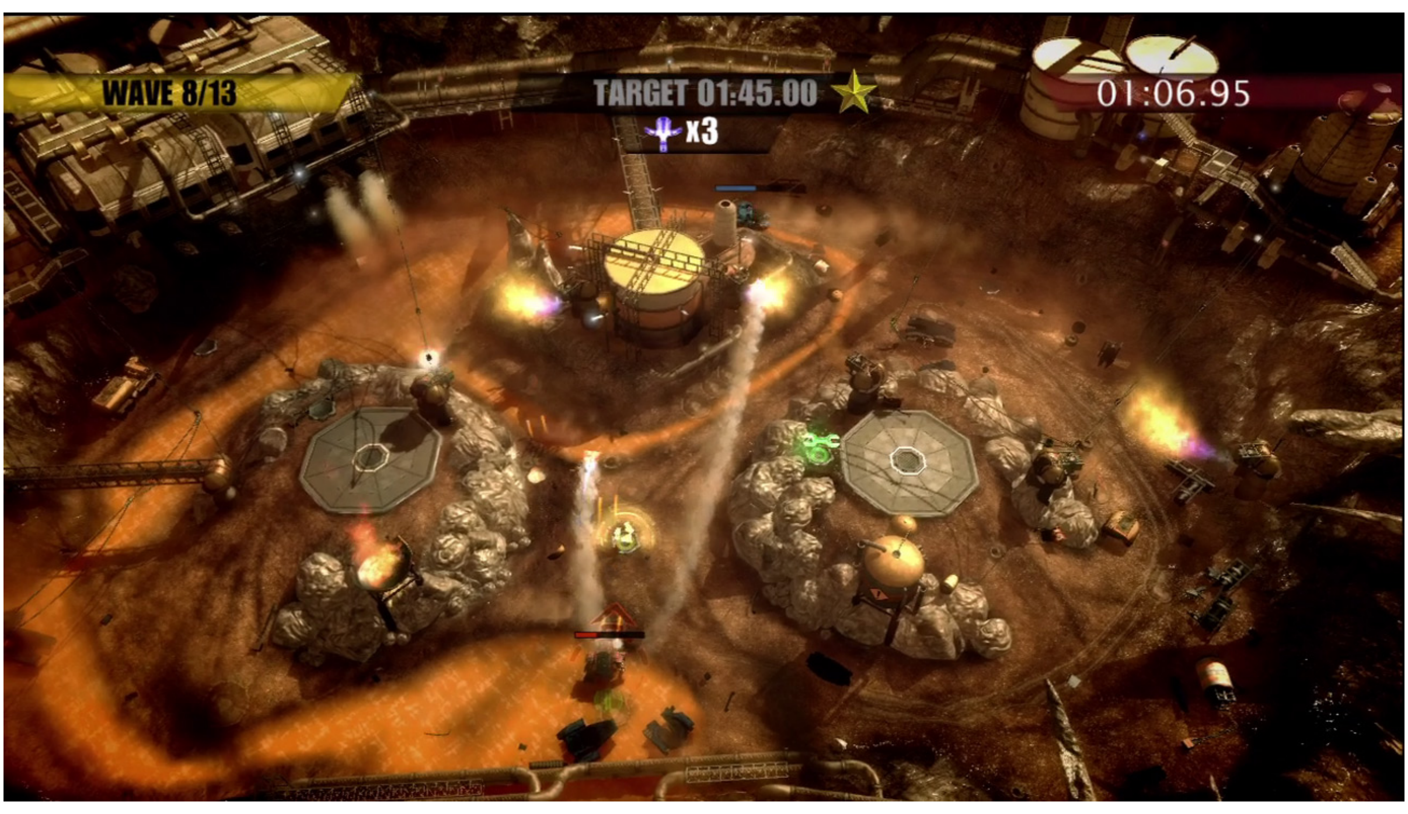
Like the Light Walker, the Combat Walker has no turret and must be facing its target to hit it, but this also ensures the walker's heavy front armor takes the brunt of incoming attacks during heated duels.



As you chase down your prey, watch for pick-ups spawned across the map. These include Remote Mining Charges, Singularity Bombs, Repair, and Speed Boost pick-ups. The Remote Mining Charges are effective during the latter waves, especially as enemy vehicles attempt to avoid direct contact with your walker.

Drop these charges around the map and detonate them to destroy these elusive vehicles. Or grab a Singularity Bomb and plant it in the center of the map and then trigger it once multiple vehicles draw near. Don't discount the range of the Combat Walker's rockets either.

If you have a clear shot, you can hit enemy vehicles on the opposite side of the map with marginal accuracy. The clock is ticking, so pull out all stops to blast through these waves as quickly as possible.



Battlegrounds Training Levels

Level 12: Collateral Damage

Mission Type: Shooting Range

Description: Destroy all the exploding mines.

Mission Briefing: Some missions take us to urban hot zones. Eliminating hostiles while sparing civilians and infrastructure is a tough job. Parker township has provided us with a shooting range for just this type of combat. All right, dead-eye—saddle up and knock down some targets.

Vehicle: EDF Scout

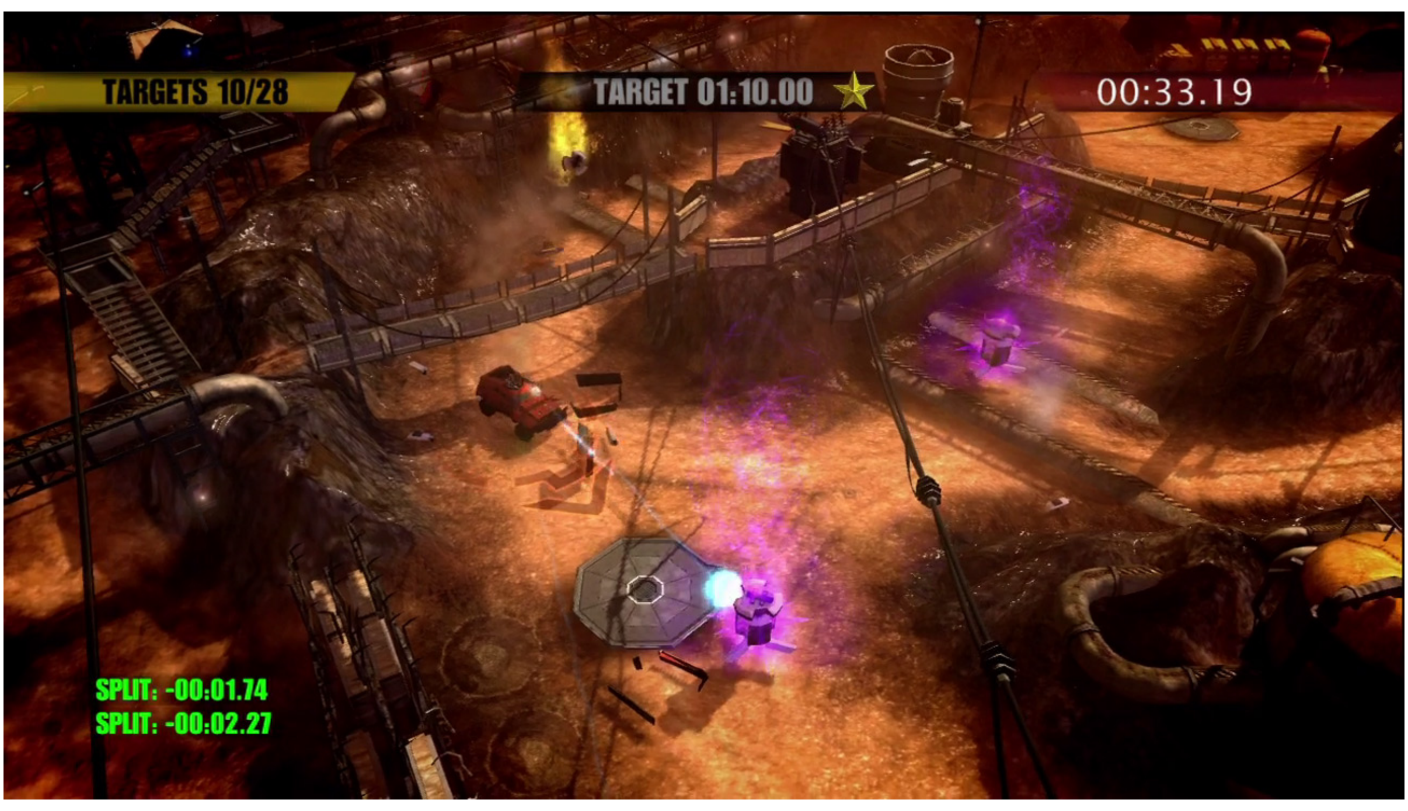
Mission Ranks

Start	Time
★	01:10.00
★	01:25.00
★	01:50.00

Please click to enlarge

In this Shooting Range challenge, you must destroy a total of twenty-eight mines scattered across this industrial landscape. If you hope to earn a gold star, speed and accuracy are essential.

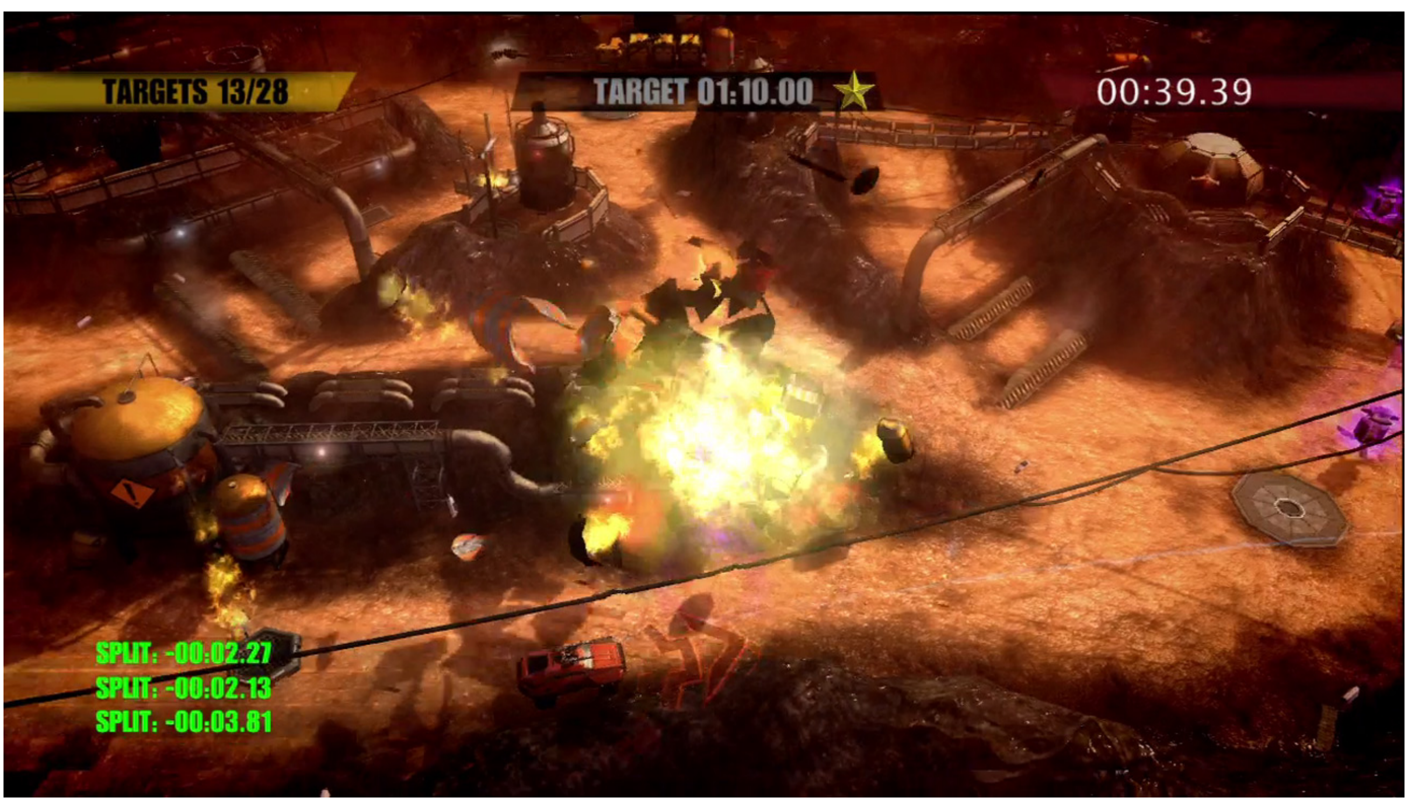
Throw caution to the wind and drive directly at the mines while firing. Stopping only slows the EDF Scout's momentum, so you need to hit these targets while on the move. Just make sure you destroy each mine before you get too close—driving next to an exploding mine can inflict heavy damage on your vehicle.

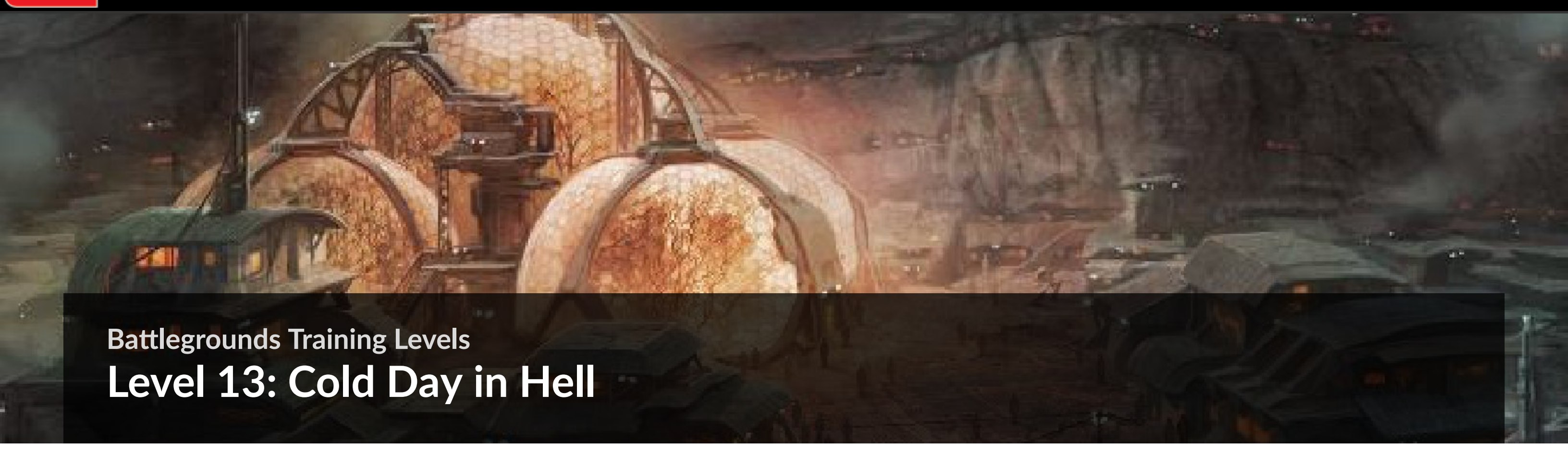


Don't forget to take advantage of the volatile structures lining the path. Instead of shooting the small mines, target these large structures to trigger a massive explosion, engulfing any nearby mines in the fiery blast radius.

However, exercise caution when shooting these explosive structures and objects, making sure you are far away from the carnage. Your vehicle can be destroyed if caught up in one of these massive explosions.

While the destruction of your EDF Scout doesn't bring the round to an end, it takes five seconds for your vehicle to respawn, effectively blowing your chances at earning a gold star.





Battlegrounds Training Levels

Level 13: Cold Day in Hell

Mission Type: Survival

Description: You are under constant attack— survive as long as you can.

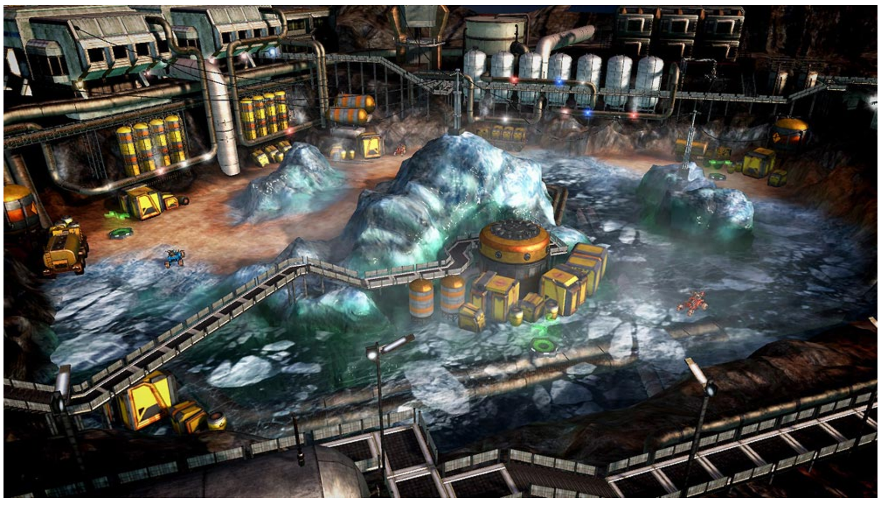
Mission Briefing: You're standing in the fire now... the last few rounds of training. This is where Red Faction Armor recruits are made or broken. Survival is the game now, and I suggest you play it like it's real. One rule out there: stay alive.

Vehicle: EDF Heavy Tank

Mission Ranks

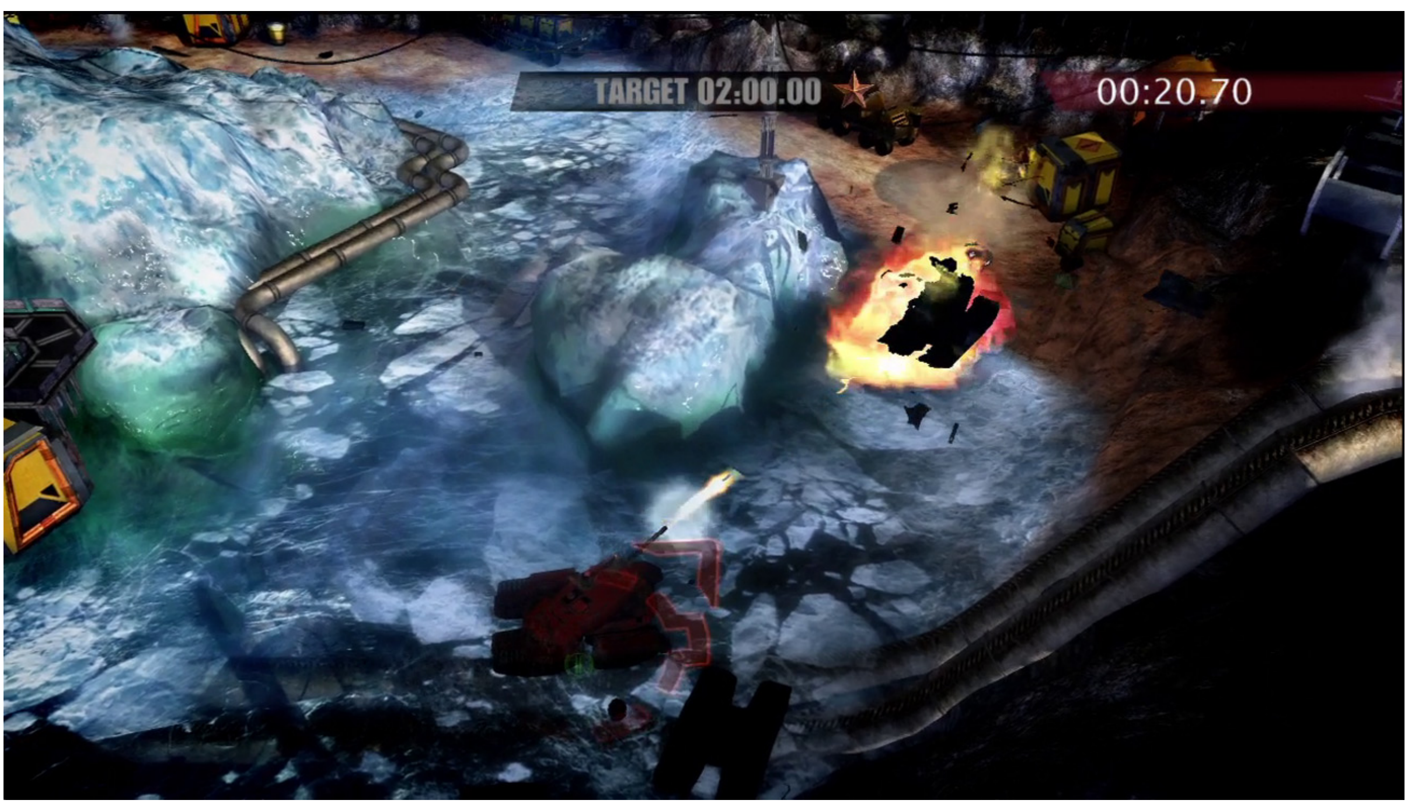
Start	Time
★	03:10.00
★	02:30.00
★	02:00.00

Please click to enlarge



This is your first mission in the EDF Heavy Tank. This vehicle is covered in thick armor and equipped with a heavy cannon capable of killing most enemy vehicles with a single hit. However, this is not a mission you want to approach from an aggressive footing.

Instead, you want to avoid combat as much as possible in an attempt to stay alive as long as possible. However, don't worry about running away from a fight either. If you have any enemy vehicle in your sights, take it out as quick as you can before it can retaliate.

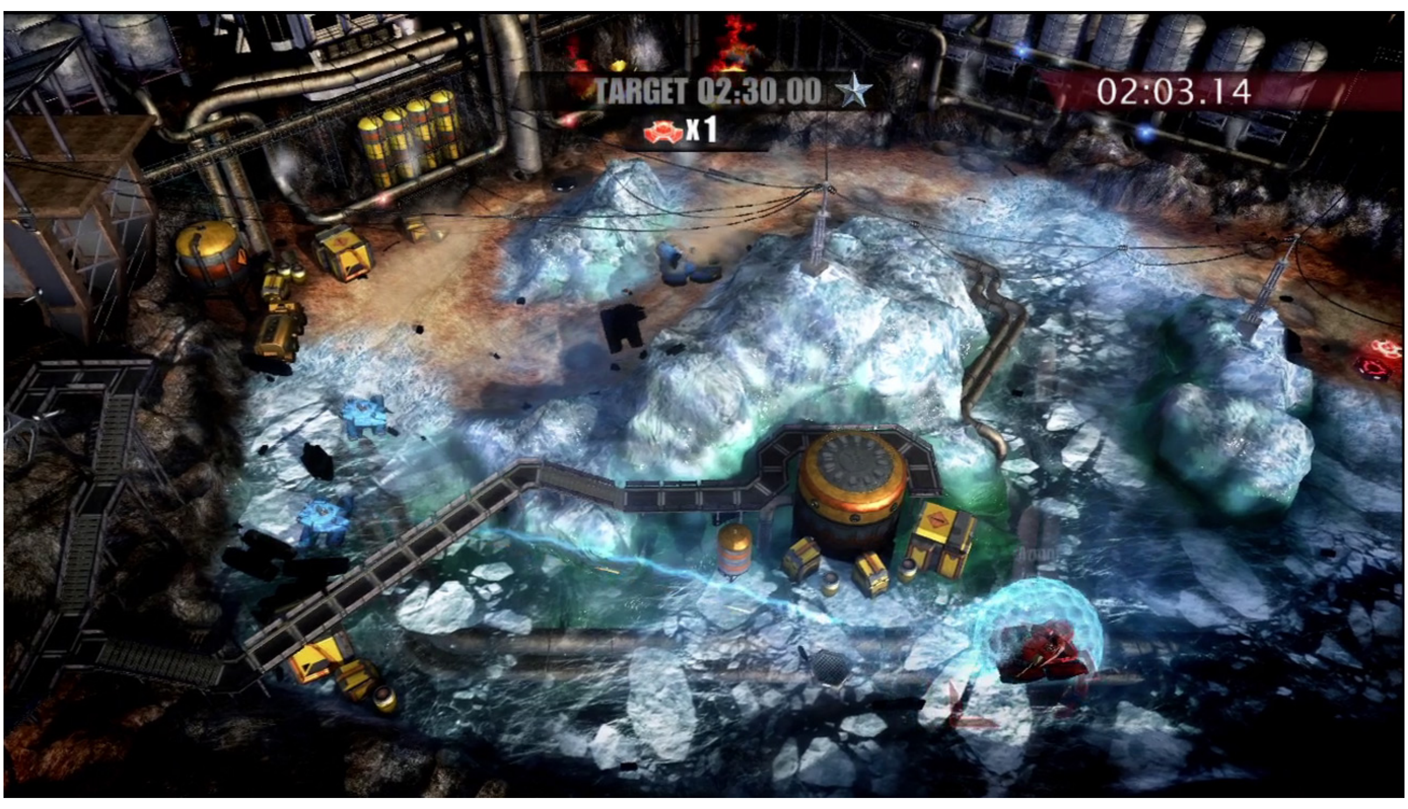


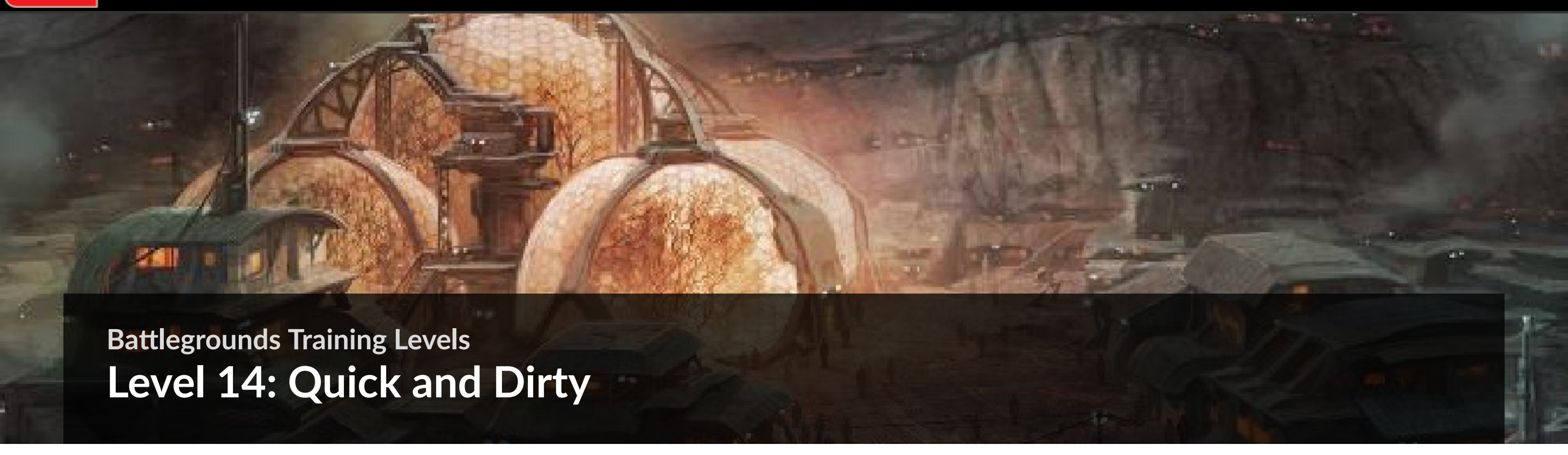
The EDF Heavy Tank is really at the top of the food chain. However, other EDF Heavy Tanks and MLRS units do pose a significant threat. Instead of running away from these vehicles, hunt them down as soon as they appear.

An Armor Boost pick-up appears at the bottom of the map early on in the round. Avoid picking it up until at least the two minute mark. The Armor Boost comes in handy once multiple vehicles appear to hunt you down, since while the Armor Boost is active, you can't be damaged.

Take this opportunity to turn the tables on your enemies and hunt them aggressively. The Armor Boost only lasts for fifteen seconds, so make the most of it.

As you reach the three minute mark, your health is probably quite low, so simply evade enemy contact until you've lasted long enough to earn a gold star.





Battlegrounds Training Levels

Level 14: Quick and Dirty

Mission Type: Annihilate

Description: Destroy all the attacking enemies as quickly as possible.

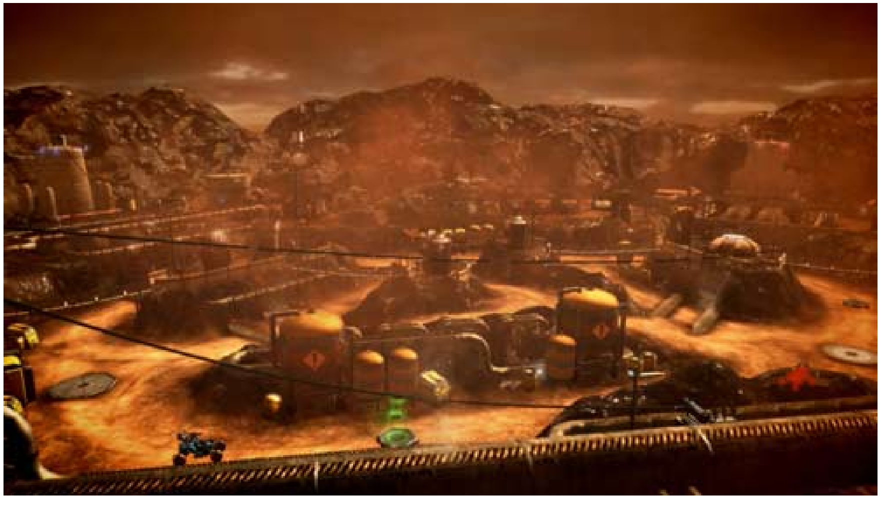
Mission Briefing: I'm sending you back to the urban combat ground, but this time you'll be squaring off against hard targets. The best way to beat enemy armor in the street is send 'em to hell as quick and dirty as you can. Ready? Let's go hunting.

Vehicle: Miner ATV

Mission Ranks

Start	Time
★	02:50.00
★	03:30.00
★	04:30.00

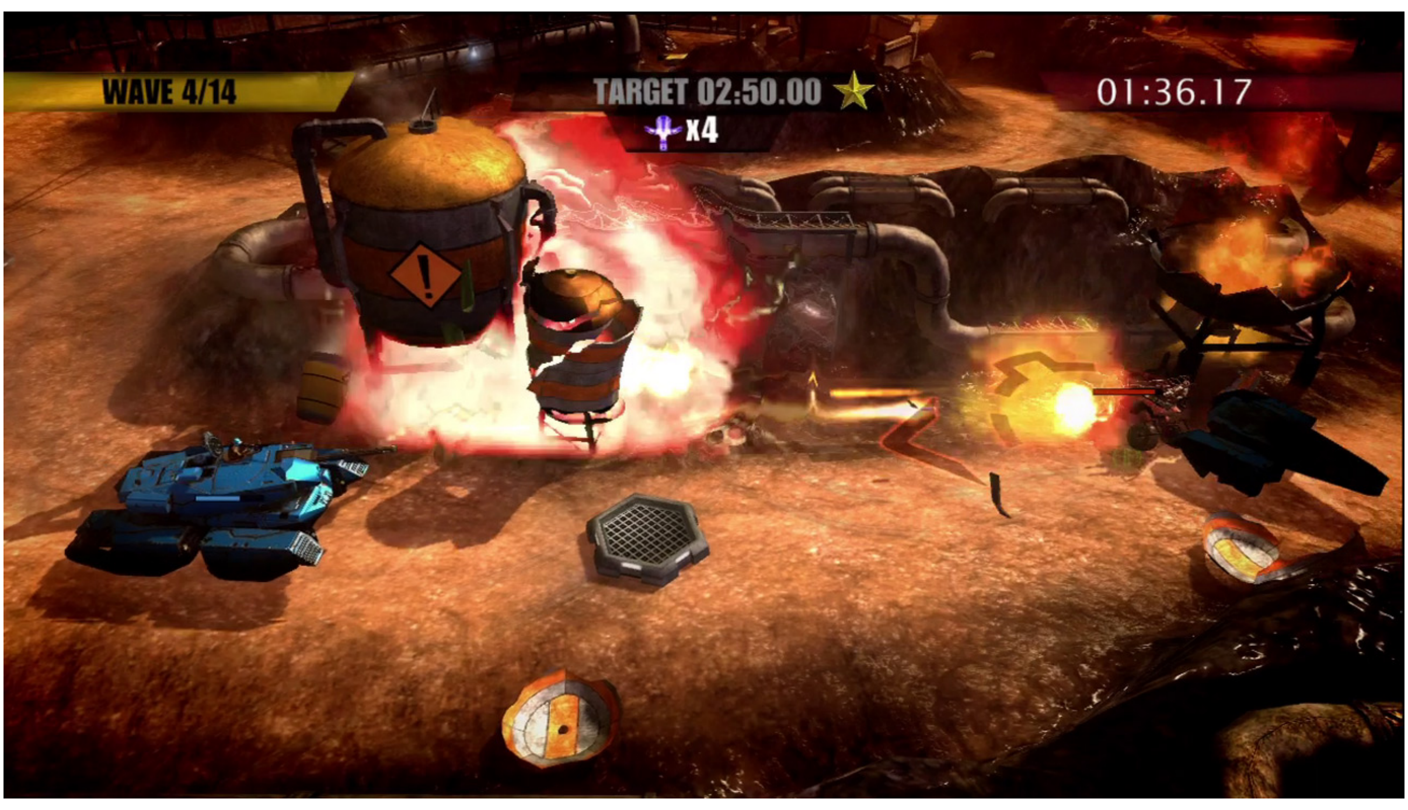
Please click to enlarge



Driving the Miner ATV, you must defeat fourteen waves of enemy vehicles, including several EDF Heavy Tanks. In most encounters you're severely outgunned, so rely on the vehicle's speed and rapid fire to strike fast.

This being an Annihilate mission, it's important to stay on the offensive, even if it means sacrificing your vehicle. Still, look for opportunities to outflank and outmaneuver the enemy vehicles to maintain an advantage in each fight.

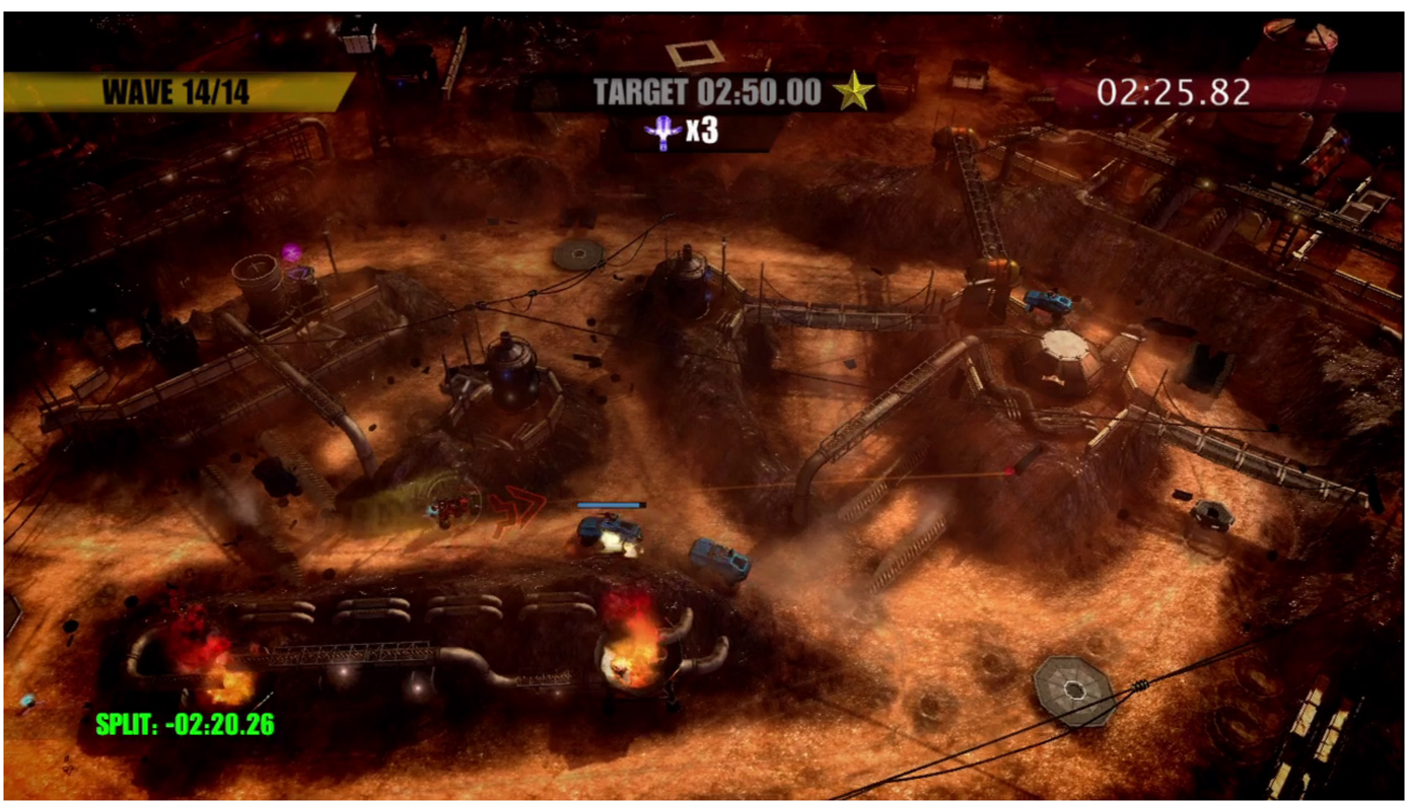
You inflict the most damage when attacking enemy vehicles from the rear. When possible, target the destructible structures and objects on the map to trigger large explosions—this is the easiest way to take out heavy vehicles.

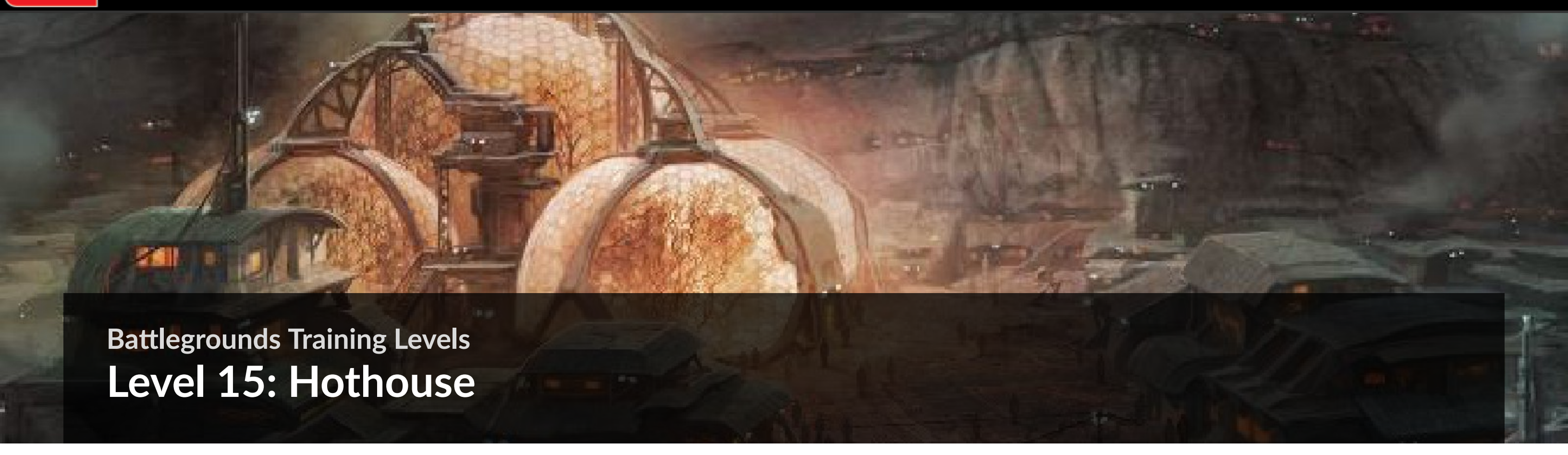


Be on the lookout for helpful pick-ups that spawn on the map during the round. The Remote Mining Charges are very effective for luring enemy vehicles into traps. Race around the map until a couple of vehicles are chasing you, then drop a charge, detonating it as soon as your pursuers draw near.

Alternatively, you can trap slower vehicles by hemming them in with multiple charges, ensuring their destruction as they attempt to escape. However, these weapons take time to set up.

If you don't mind dying a lot, simply charge toward enemy vehicles with guns blazing to plow through wave after wave. It may not look pretty, but such aggressive tactics are necessary to secure a gold star.





Battlegrounds Training Levels

Level 15: Hothouse

Mission Type: Survival

Description: You are under constant attack— survive as long as you can.

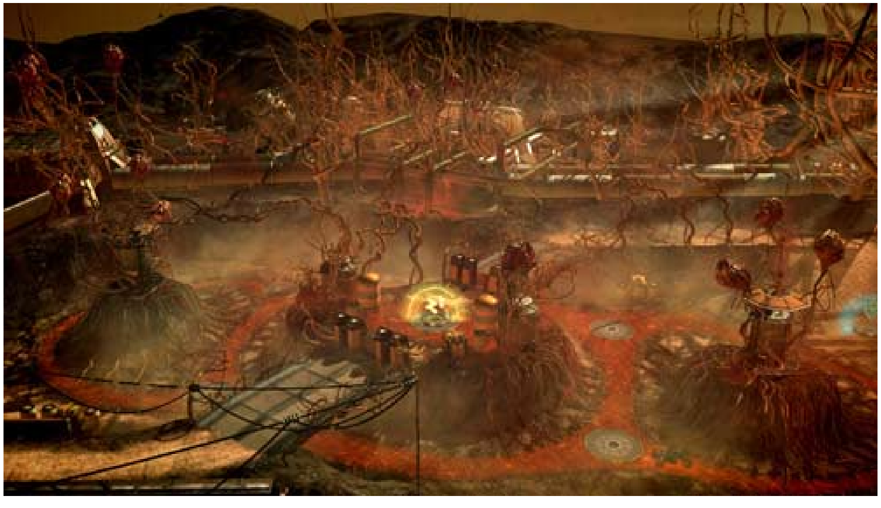
Mission Briefing: This will be your hardest survival round yet. I'm gonna put all the armor I've got right in your path. You will face relentless attacks from merciless enemies—a situation a Red Faction Commander could face at any time. Keep moving and keep firing, and you'll make it through. Probably.

Vehicle: Rover Flatbed

Mission Ranks

Start	Time
★	02:50.00
★	03:30.00
★	04:30.00

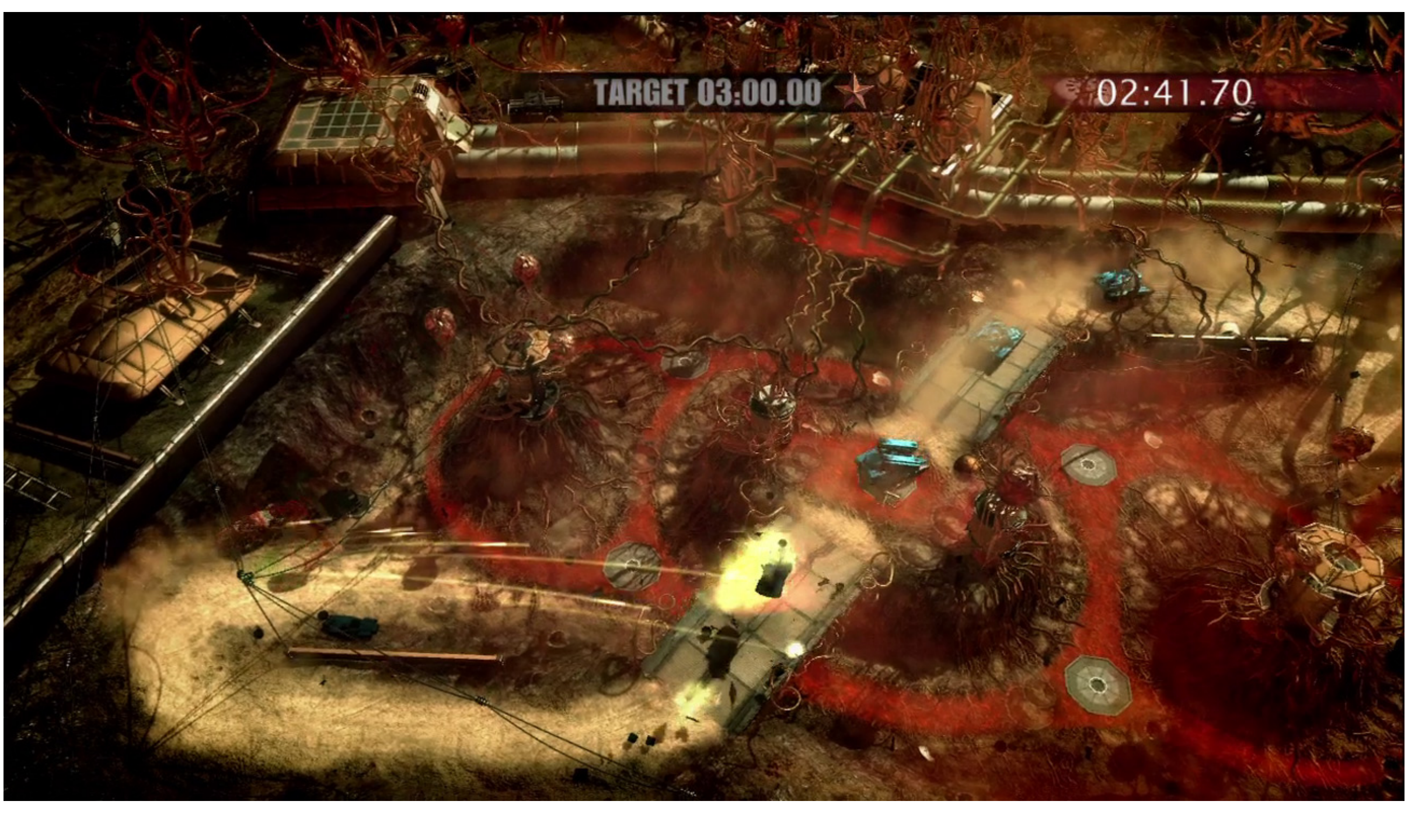
Please click to enlarge



This is easily the toughest training mission, requiring you to survive at least three minutes just to get a bronze star and over four minutes to achieve a gold star. Early on, evasion is your best tactic—simply run away from the enemy vehicles. As they take the lower path, race to an upper path.

By simply driving fast and avoiding conflict, you can eat up at least a full minute. Of course, don't be afraid to blast any weak enemy units that get in your way. However, avoid direct fights with EDF Heavy Tanks or MLRS units. And don't forget the range of the Rover Flatbed's artillery-like cannons.

This allows you to hit enemy vehicles from ranges where they can't hit you, so keep your distance and keep firing.

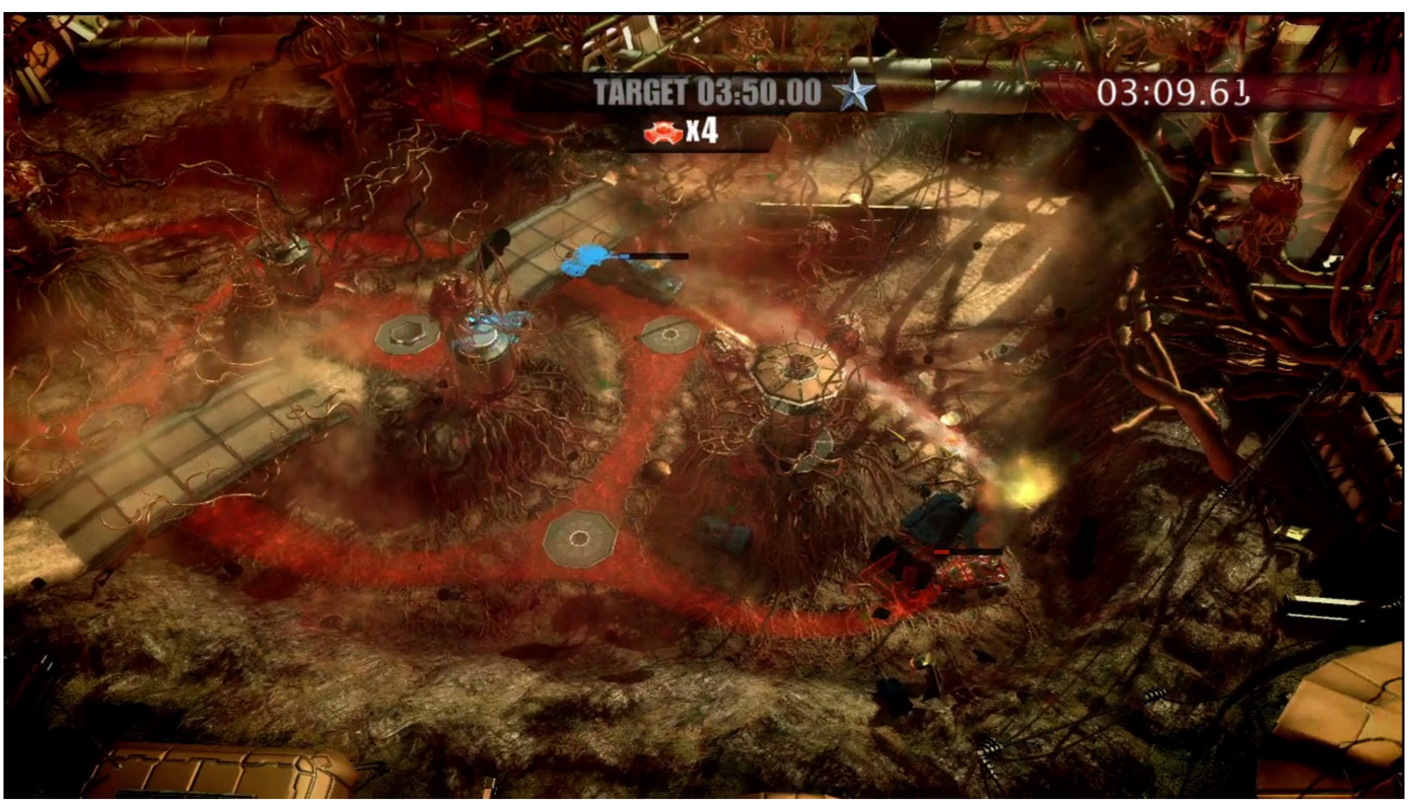


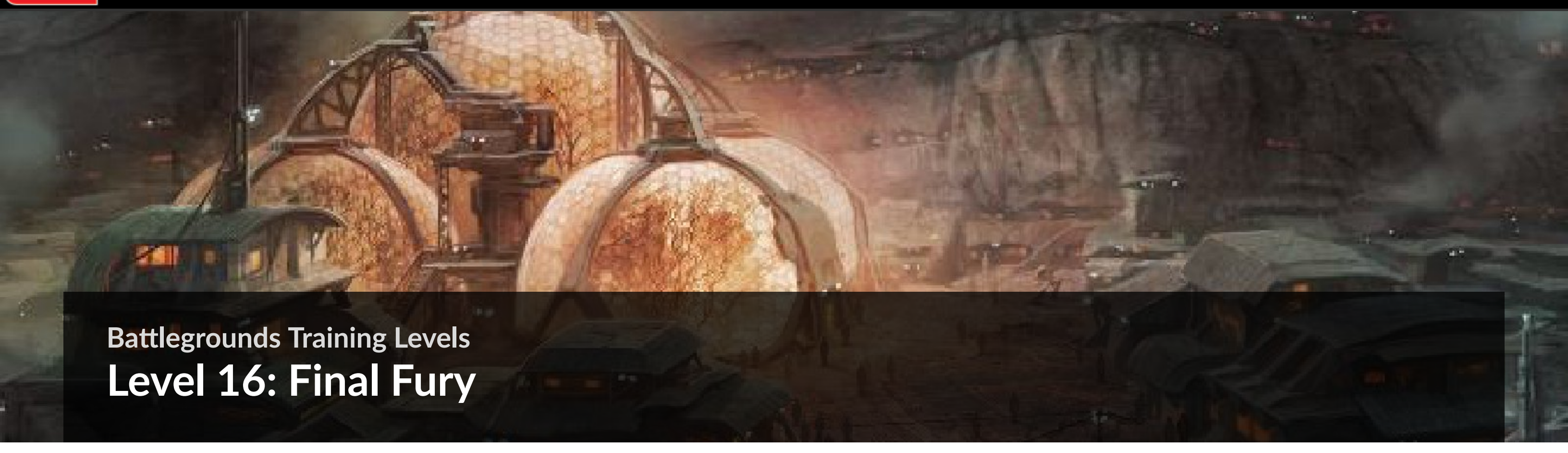
As you move beyond the three minute mark, you can expect a total of four enemy vehicles to be tracking you simultaneously.

As long as the enemy vehicles stay together in one large group they don't pose a huge threat—just stay as far away from them as possible and shell them from a distance. But if the enemy vehicles are spread out, they have a better chance of trapping you, forcing you to fight your way out.

Constantly monitor the positions of the enemy vehicles and pick off units that stray from the group. If you don't deal with these stragglers quickly, they may cut off your path of escape. Also, watch for newly spawned vehicles that may appear directly in your path and act quickly to destroy them.

Sometimes it's best to let the last group of four enemy vehicles survive so you can avoid such unpredictable appearances by new vehicles. Simply keep your distance from the group and last as long as possible.





Battlegrounds Training Levels

Level 16: Final Fury

Mission Type: Annihilate

Description: Destroy all the attacking enemies as quickly as possible.

Mission Briefing: This is your final test. You'll be in a heavy tank, a good place to be—unless you're dueling walkers. The Light Walker's an agile enemy, so watch your back. The Combat Walker's slower but has an arsenal that will shred your armor like old-fashioned tin foil. Good luck, recruit.

Vehicle: EDF Heavy Tank

Mission Ranks

Start	Time
★	02:15.00
★	02:35.00
★	03:10.00

Please click to enlarge

Don't let the defensive walls of the starting position fool you. This is an Annihilate mission, making you the aggressor. Charge out of your little fortress and take the fight to the enemy. Both the Combat Walkers and Light Walkers are significant threats, but they don't stand a chance against your tank's powerful cannon.

Just keep your front armor facing these enemies during duels to minimize damage. Even if your tank is destroyed, a new one respawns within four seconds.

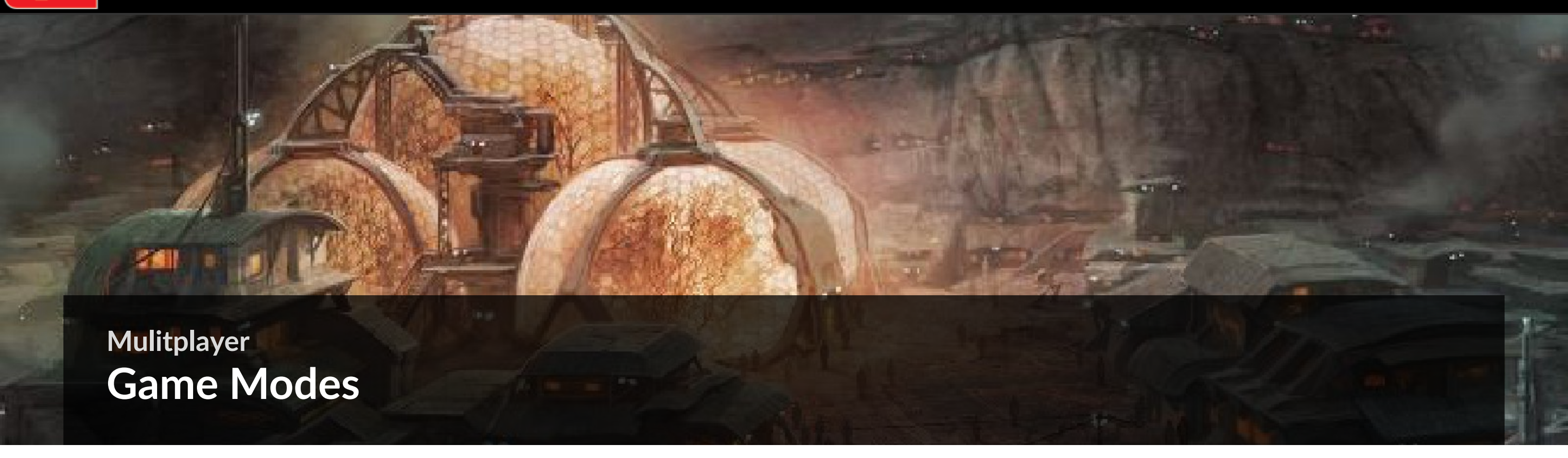
WAVE 6/15
TARGET 02:15.00
00:41.13
SPLIT: -00:08.98

This mission introduces the Reconstructor pick-up. When you touch this pick-up, it repairs every destroyed object and structure on the map, effectively giving you more stuff to blow up. In addition to the Reconstructor, you can also find Proximity Mines, Singularity Bombs, Armor Boost, and Repair pick-ups.

Use these items to assist you in your fight against the enemy vehicles. Scatter Proximity Mines liberally around the center of the map where traffic is heaviest. A well-placed Singularity Bomb can also come in handy, particularly against fast, light vehicles.

Your tank's cannon is the most formidable weapon, so open fire as soon as you have a clean shot at each incoming vehicle. Try to wrap up all fifteen waves in just a little over two minutes to secure the gold star.

WAVE 12/15
TARGET 02:15.00
01:46.14
SPLIT: +00:14.19



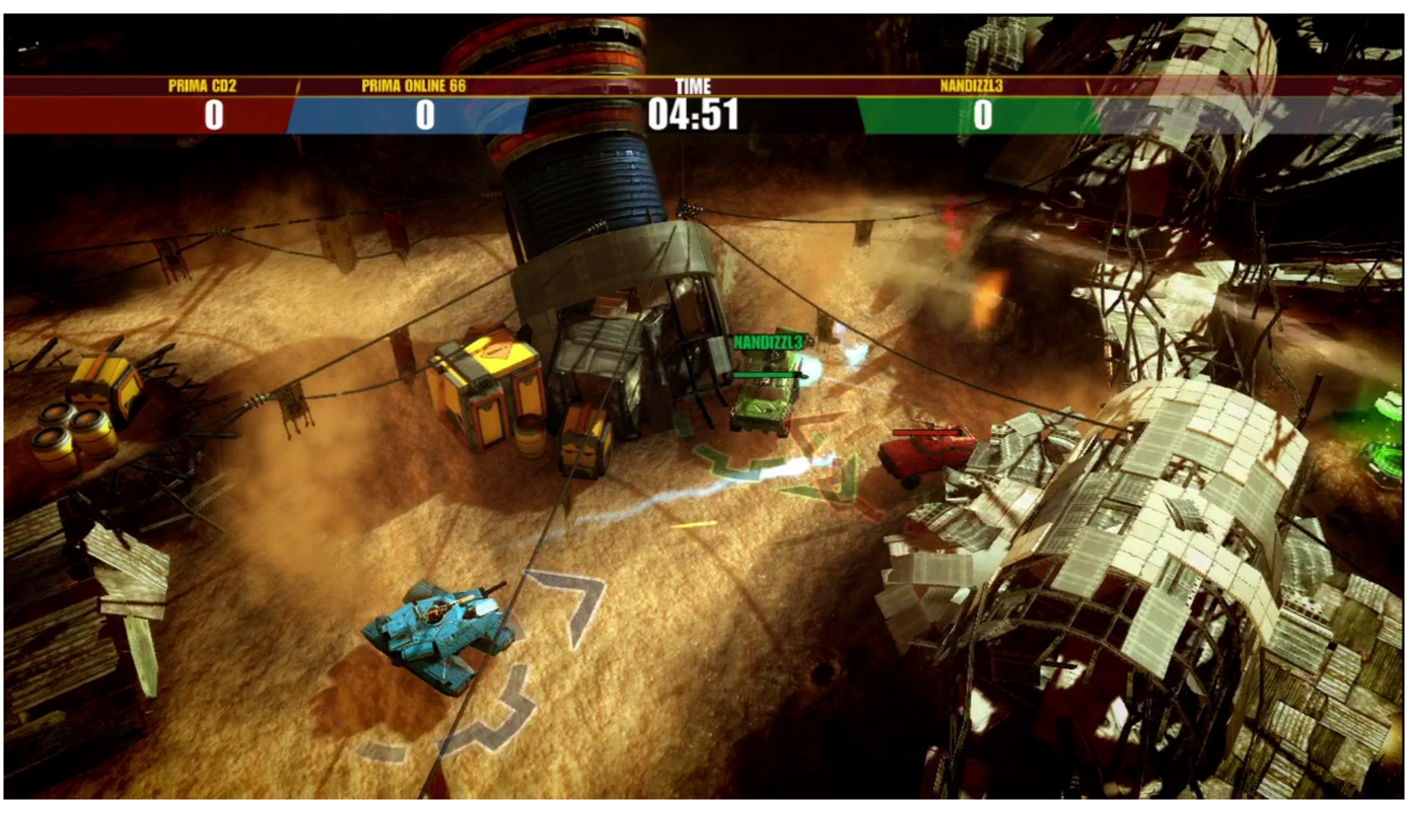
Mulitplayer

Game Modes

Finished proving yourself in training? Then take the fight online and pit your skills against friends and others in the community. Before jumping into the fray, take a moment to read up on the different game modes and maps as well as the different ranks and awards awaiting you.

In multiplayer you can choose from five different game modes. Some of these modes emphasize teamwork while others are total free-for-alls, pitting your skills against up to three different players.

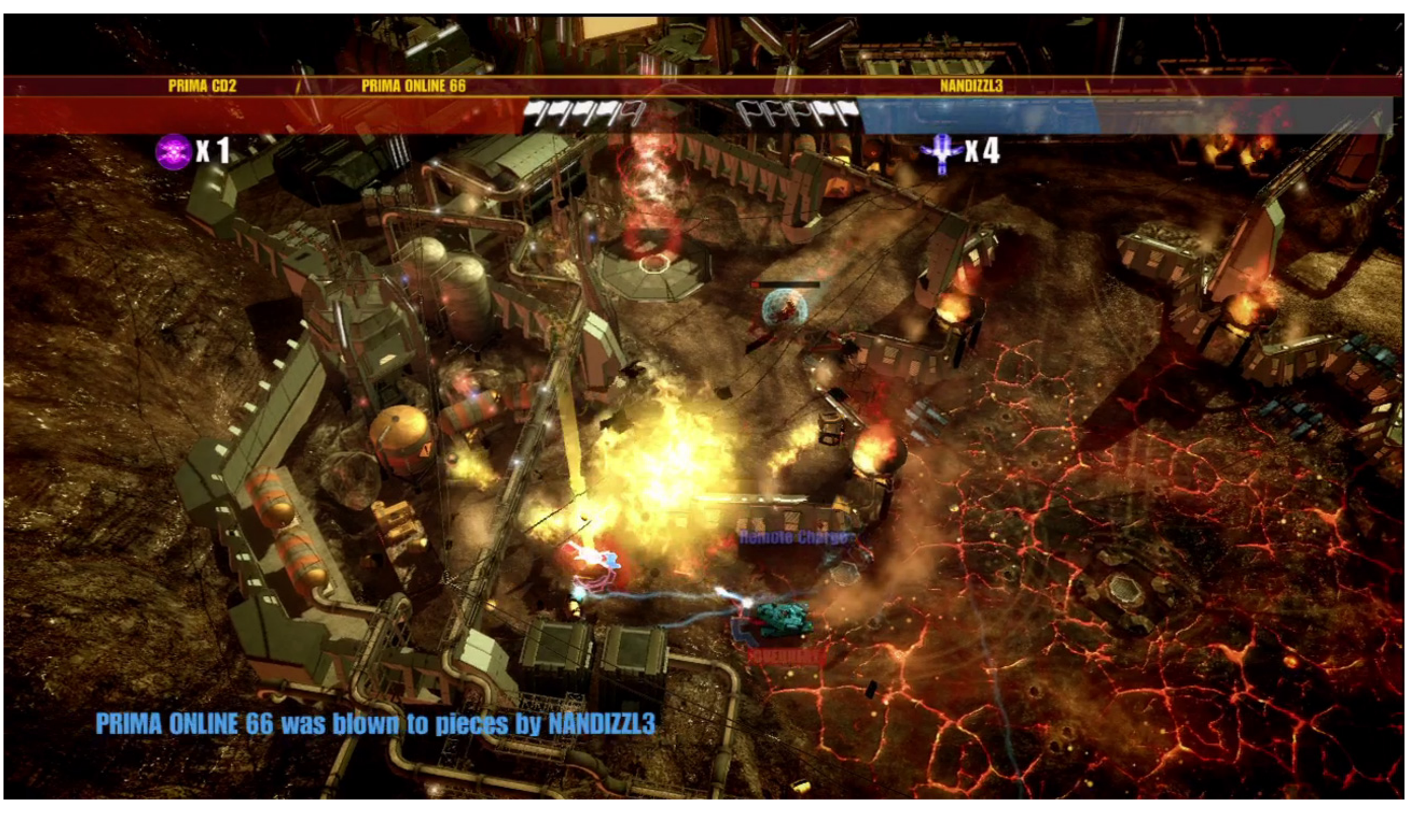
Deathmatch/ Team Deathmatch



Each player or team is represented by differed colored vehicles. Memorize your color at the start of the match to minimise confusion.

In the Deathmatch game modes, the rules are simple—kill as many opponents as possible before time runs out. Ten points are awarded for each kill, so be sure to choose a vehicle with the speed, armor, and firepower that best matches your style of play. If you're not careful and blow yourself up by shooting a nearby explosive object or get destroyed by one of your own deployed weapons, you lose ten points for a suicide. Team Deathmatch is just like Deathmatch, but the players are divided into two teams. The player or team with the most points at the end of the round wins.

Capture The Flag



PRIMA ONLINE 66 was blown to pieces by NANDIZZL3

Target explosive objects to quickly take out an enemy flag carrier, then grab the flag for yourself.

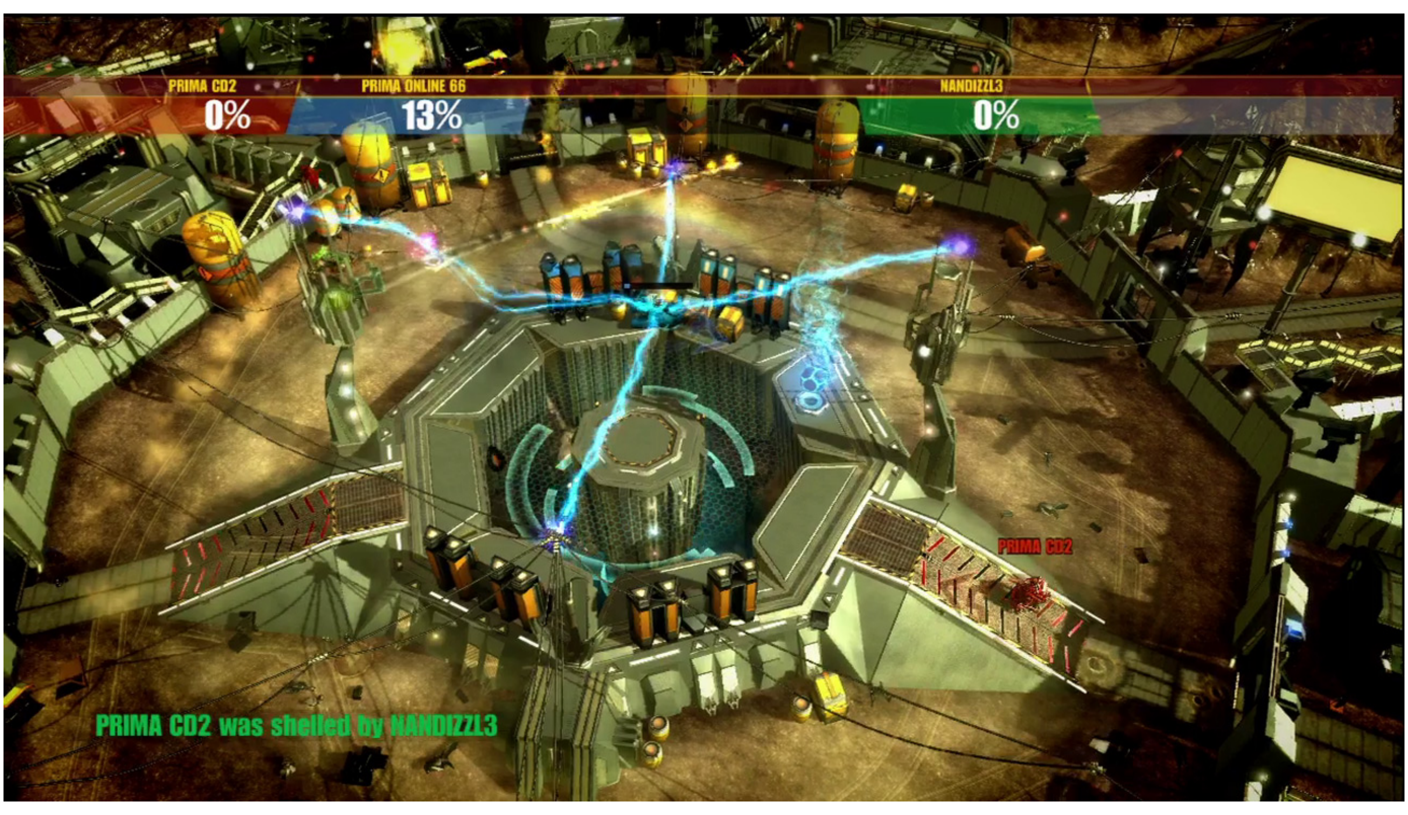
This is a team game that should ideally be played with four players—teamwork is essential to victory. Each team must grab the flag and deliver it to their home base. The first team to collect the full quota of flags wins the round. Here's some helpful tactics:

Drop Remote Mining Charges along the opponents' route back to their base.

Teams are most effective when players on the same team use different vehicles. A slow heavy vehicle like a tank makes a great defender to stop the other team from scoring, while the fast vehicles are ideal for an unstoppable flag delivery.

If you damage a flag carrier heavily, then they may drop the flag. Make sure you're the first one to it should that happen!

King of the Hill



PRIMA CD2 was shelled by NANDIZZL3

Get to the top of the hill and dominate the position as long as possible to charge the Particle Cannon.

In King of the Hill matches, the goal is to get to the top of the hill first in order to charge the Particle Cannon. Charge the cannon to 100 percent to annihilate your opponents. The important thing here is the order you arrive on top of the hill. If three people are on the hill and the king dies, then the second player who originally got to the top of the hill will become king. There's lots of ways to use pick-ups to help with this game mode:

Drop Proximity Mines and Remote Mining Charges on the ramps to stop other players from getting onto the hill.

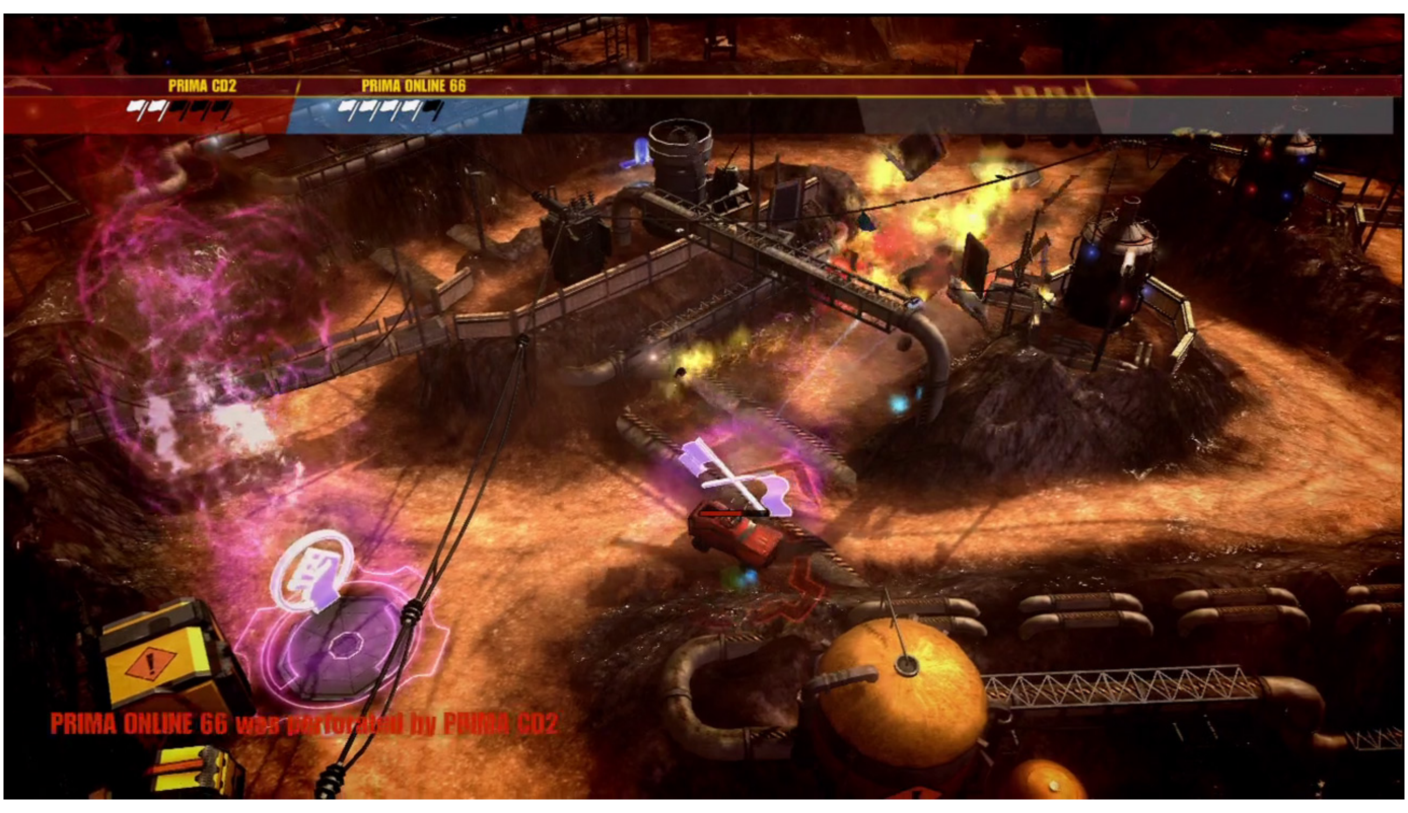
Litter the top of the hill with Proximity Mines to make it more dangerous for anyone else trying to get onto the hill.

Leave a Singularity Bomb behind if you leave the top of the hill.

The Armor Boost pick-up is great to use when you're King of the Hill!

The most successful vehicles are the tanks and Combat Walker. These are great at holding the hill using armor and weapon strength. The Light Walker can also perform well as it's very mobile and able to dodge enemy attacks.

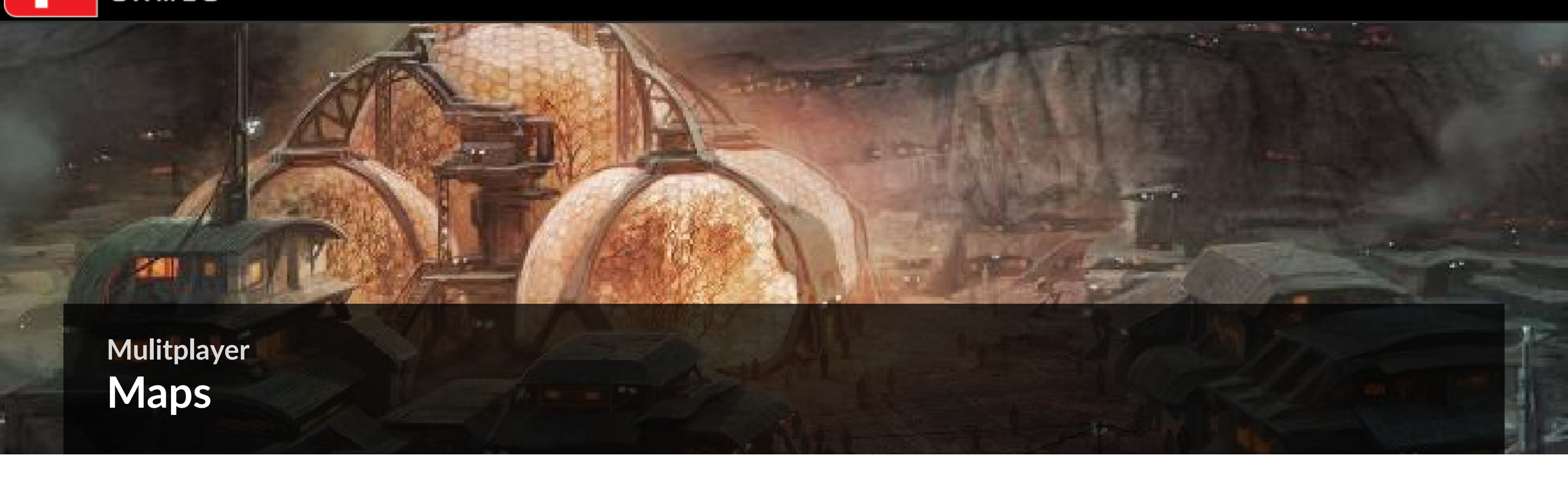
Flag Frenzy



PRIMA ONLINE 66 was perforated by PRIMA CD2

When carrying the flag, a vehicle with a turret makes it easy to shoot enemies chasing you—so don't choose a walker.

In Flag Frenzy, flags appear at random positions and must be delivered to the indicated locations—this is like a multiplayer version of the Speed Trial training mis-sions. The first player to deliver the target number of flags wins the round. This game mode is obviously suited to the faster vehicles although it's easier to make them drop the flag. Simply inflicting heavy damage on a flag carrier is enough to make them drop the flag. It's also important to be able to shoot in all directions. This comes in handy as you carry the flag, allowing you to blast enemies riding your tail. Also, make use of pick-ups like Speed Boost and Proximity Mines to maintain an edge over the competition.



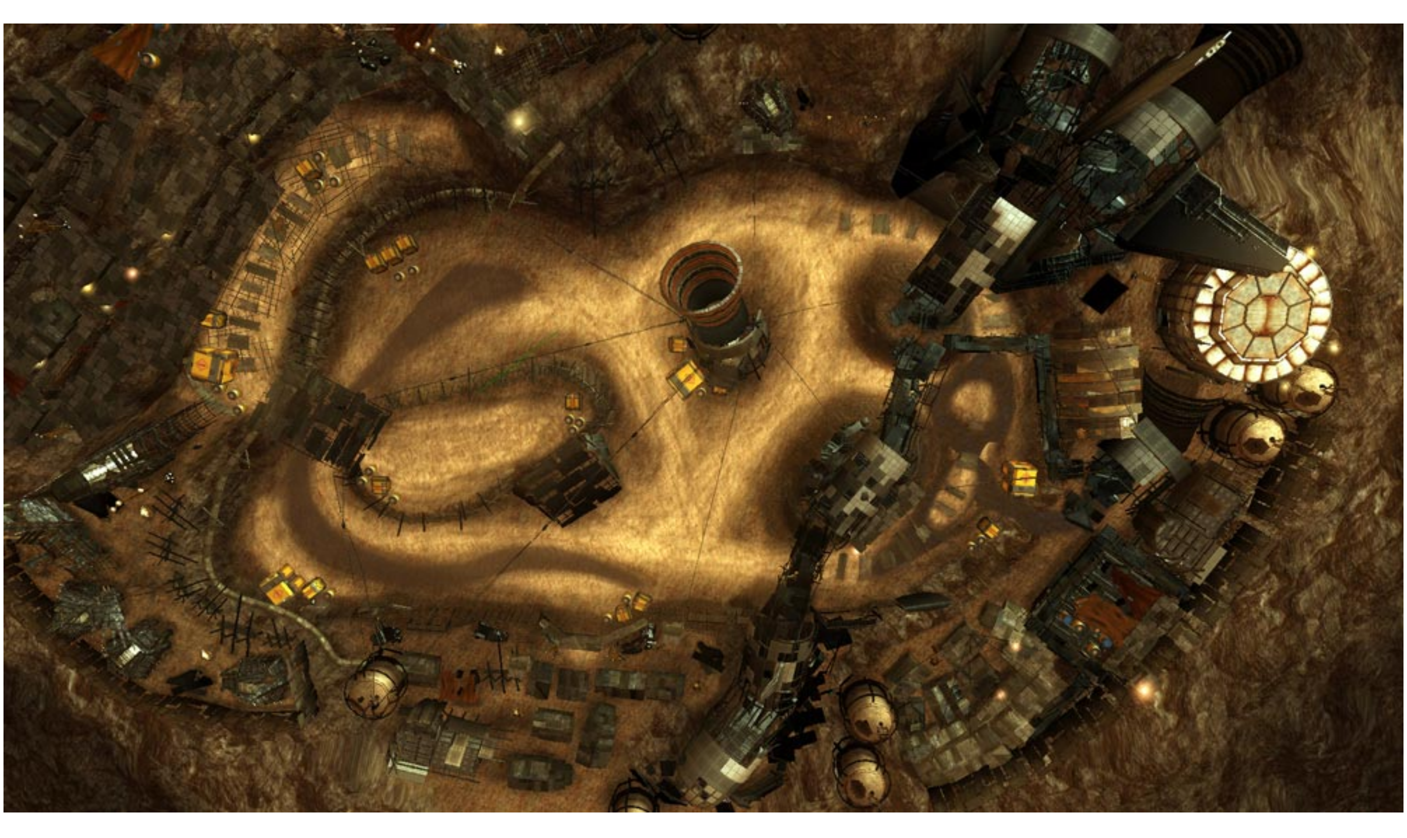
Mulitplayer

Maps

There are a total of nine maps available, each offering unique layouts, features, and game modes. Here’s a quick look at all the maps, including some helpful gameplay tips from the developers.

Area 49

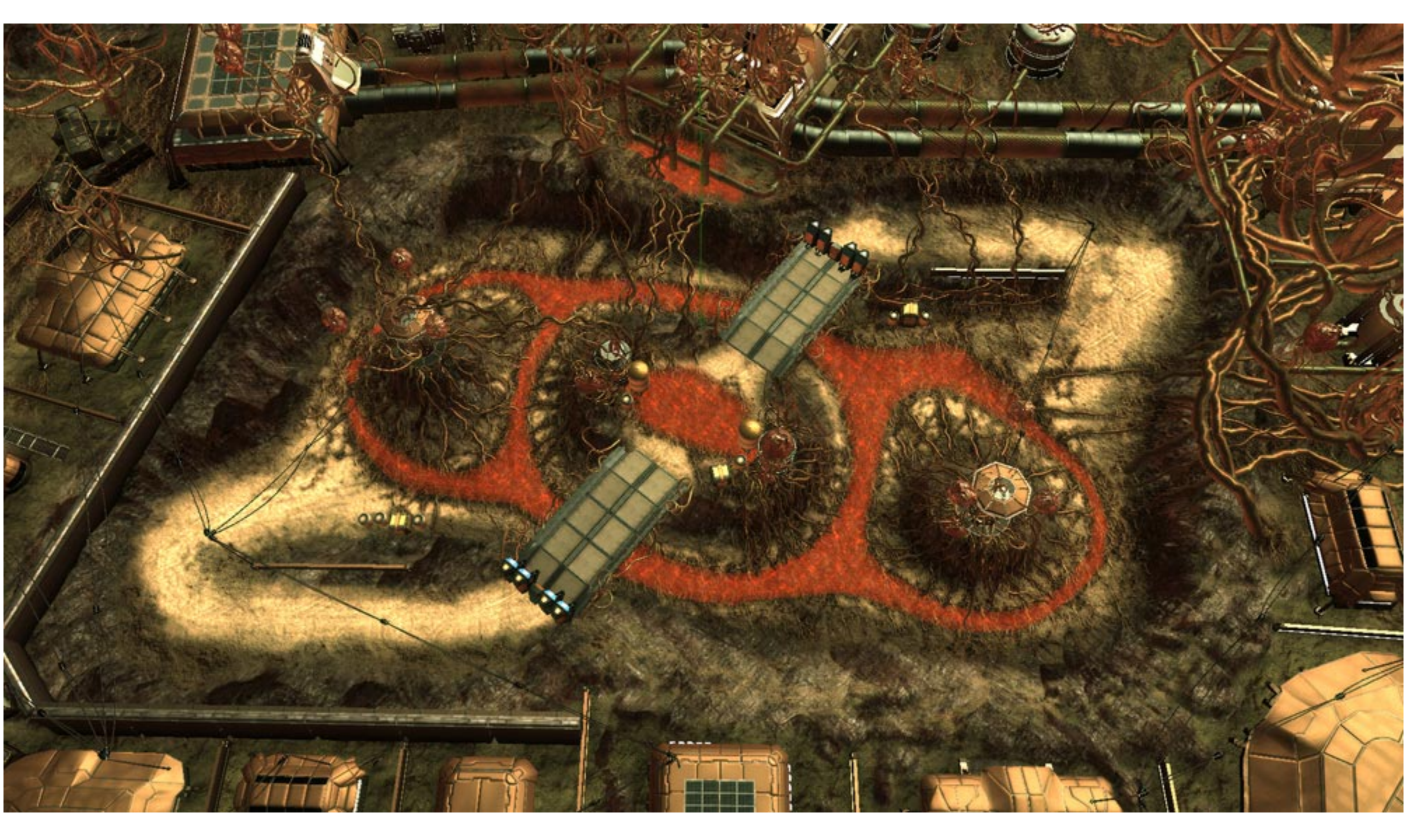
Supported Game Modes: Deathmatch, Team Deathmatch



To this day Mars remains largely unexplored, and therefore, full of surprises. Red Faction has created a variety of fantastical environments, like this spacecraft crash site, to keep recruits on their toes. There’s a nice hiding place with a pick-up to the right of the map that can easily be defended using mines or remote charges.

Biohazard

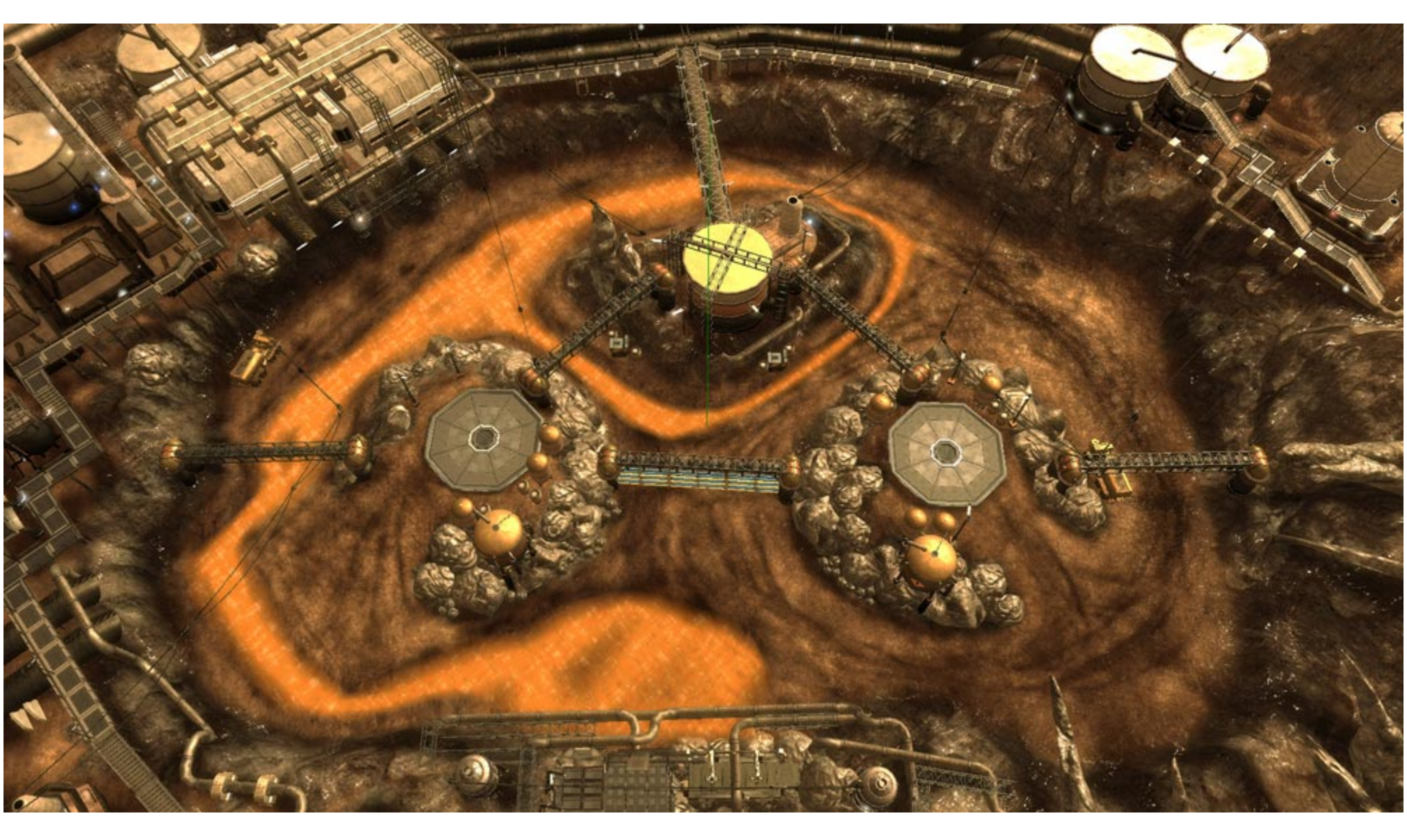
Supported Game Modes: Deathmatch, Team Deathmatch, Flag Frenzy



This was once a lonely but beautiful green smudge on the Red Planet. But the plant life is now starkly alien—a reminder that while home, Mars conceals many mys-teries. The barriers around the central area make it difficult to reach. Typically, that’s where the best pick-ups often appear.

Chem-Zone

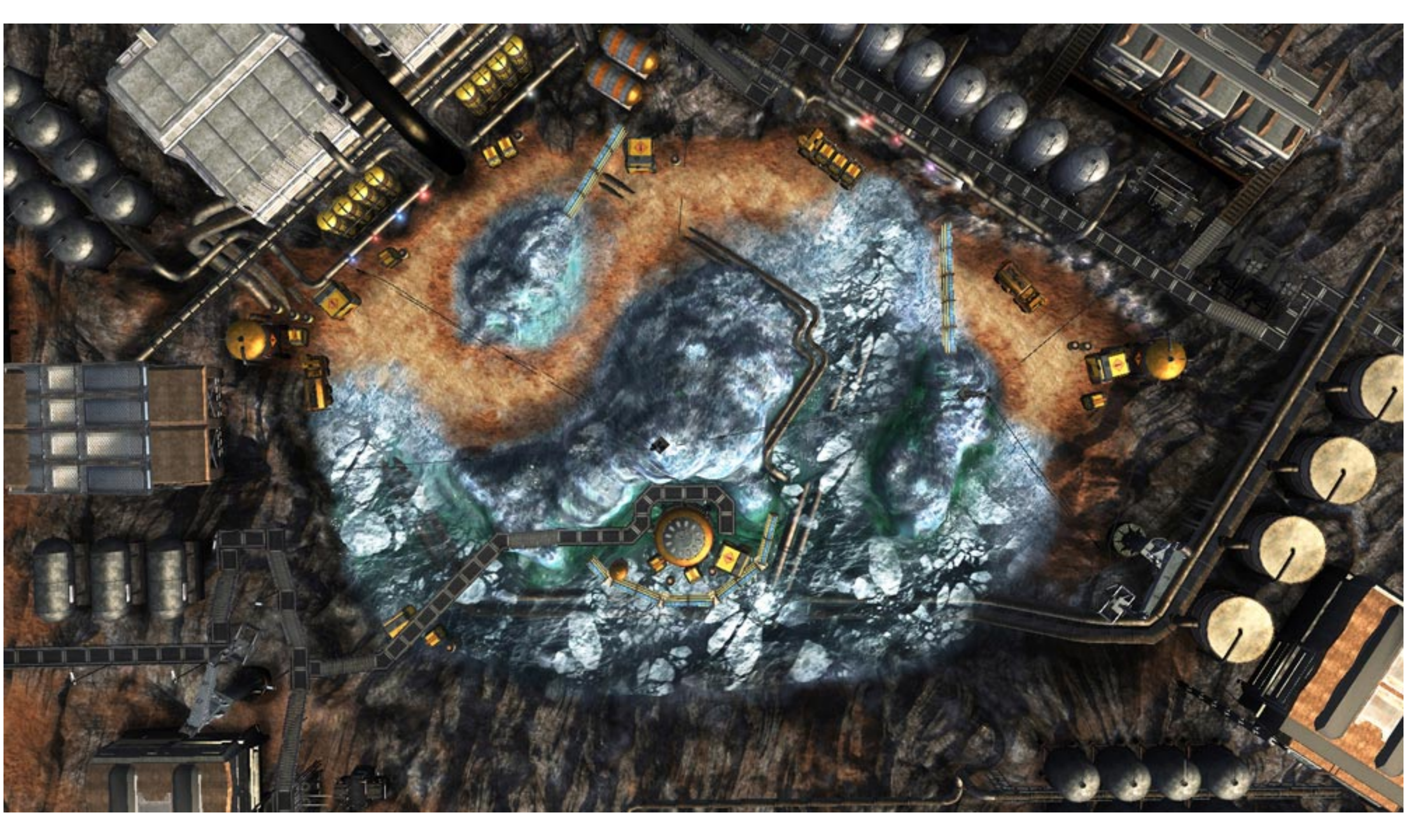
Supported Game Modes: Deathmatch, Team Deathmatch, Capture the Flag, Flag Frenzy



Recycling is part of everyday life on Mars. Large facilities like the Chem-Zone help ensure that the local heavy industries stay supplied with the chemicals and mate-rials they need. This map was designed as a team Capture the Flag level (with four players), but it’s also a fun Deathmatch arena. In Capture the Flag, the destructi-ble tanks are a great way of taking people out just before they deliver the flag. In Deathmatch, it’s a good map for heavy vehicles. The center of the map is an ideal location to take and hold and should receive frequent pick-up spawns.

Ice Mine EOS

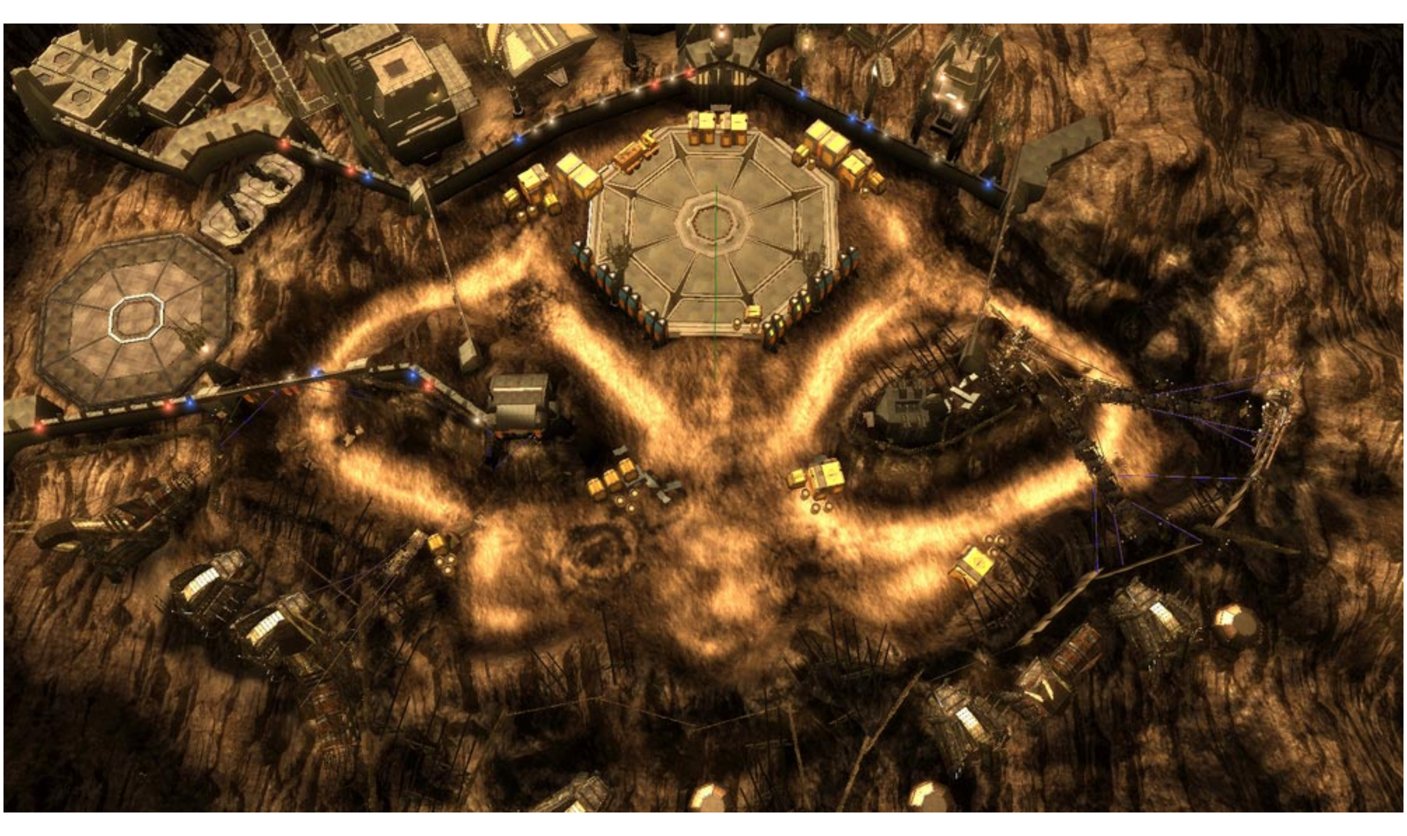
Supported Game Modes: Deathmatch, Team Deathmatch



On Earth, water covers nearly 75% of the planet’s surface. On Mars, that number is much, much closer to zero. The Ice Mine was built to simulate one of the plan-et’s many water reclamation projects, where ice is melted down and treated. This is a relatively small Deathmatch level with plenty of stuff to blow up. A mixture of open areas and things to hide behind means that all vehicle types can be effective.

Marauder Enclave

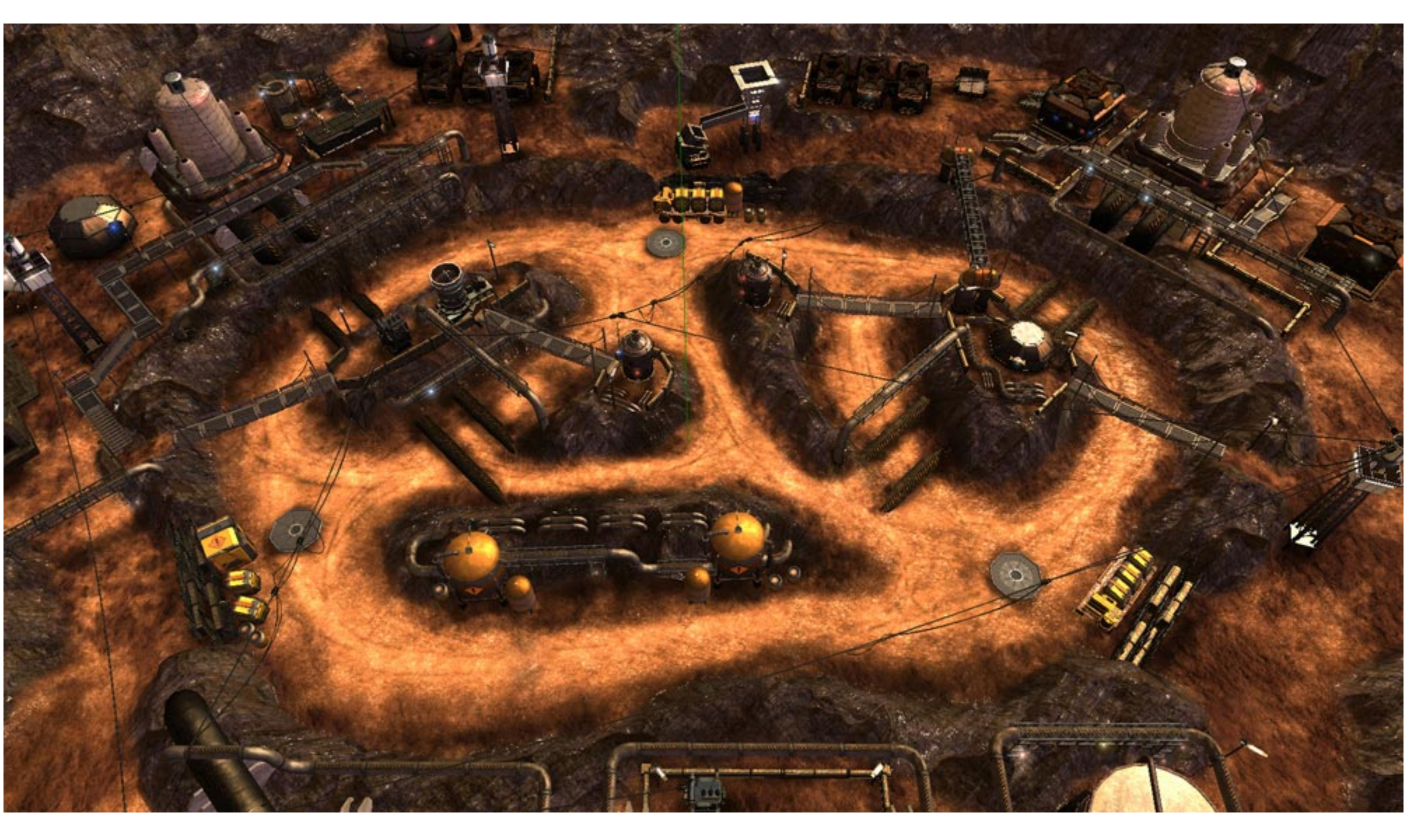
Supported Game Modes: Deathmatch, Team Deathmatch, King of the Hill



While Red Faction and the Marauders are officially allies, training environments like the Enclave have been built to help prepare recruits to operate in Marauder space, if or when the need arises. If you’re playing King of the Hill, a good tactic is to destroy all the explosive objects at the back of the hill before becoming king—otherwise, it’s just too much of an opportunity for the other players. If you’re king and a Reconstructor spawns, be very wary, since those explosive objects are going to come back very soon!

Parker Town

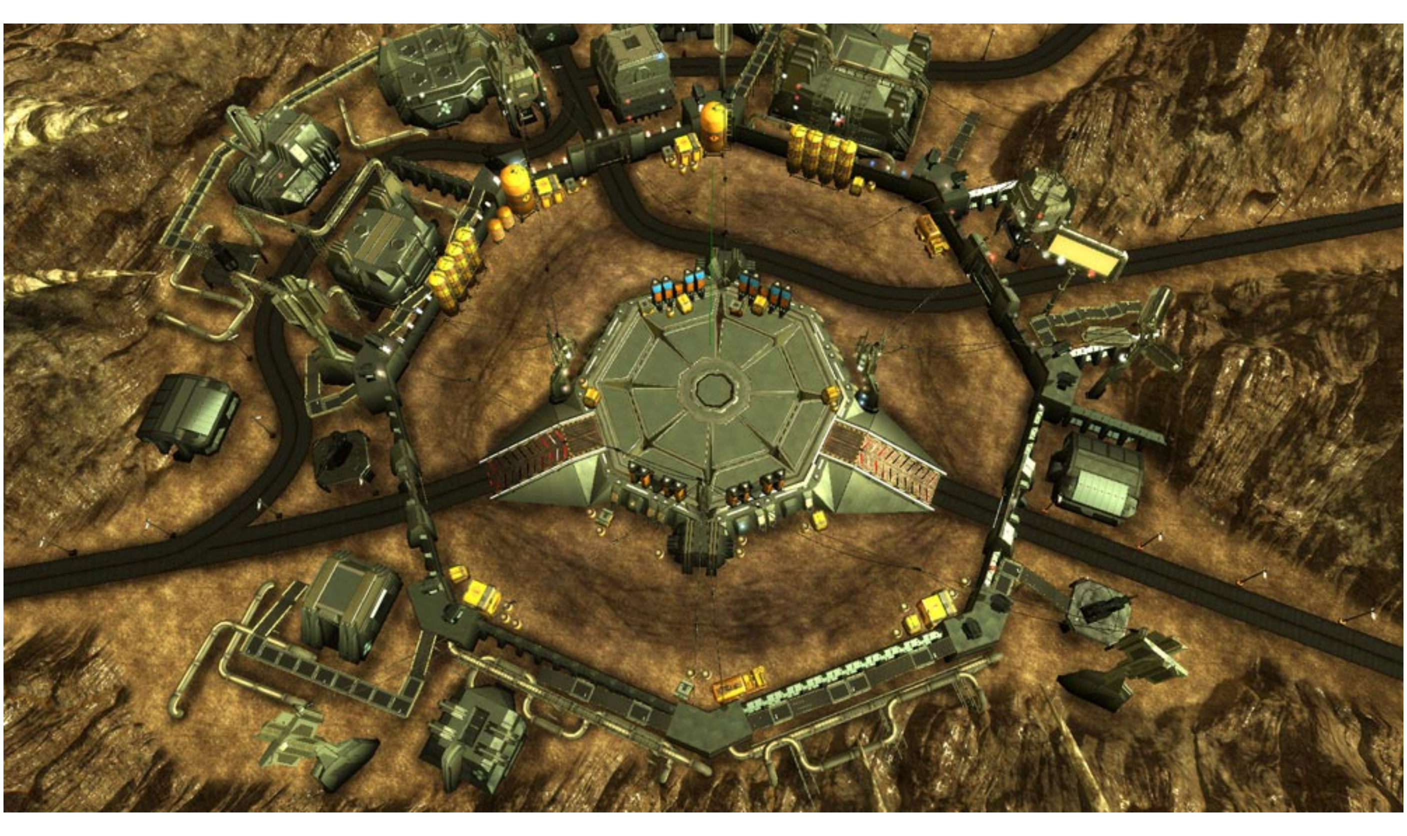
Supported Game Modes: Deathmatch, Team Deathmatch, Flag Frenzy



Parker has weathered both EDF occupation and Red Faction liberation—the latter perhaps more impressive, given Alec Mason’s proclivities. Red Faction now trains in simulated town environments, in the hopes that recruits will learn to avoid such collateral damage in the future. Parker Town is a tight and twisty arena, which makes it harder to navigate if you’re in a big vehicle. There’s lots of explosive objects here that can be used tactically to destroy your opponent. Try placing Remote Mining Charges near the explosive tanks and wait for someone to drive past!

Particle Cannon 7

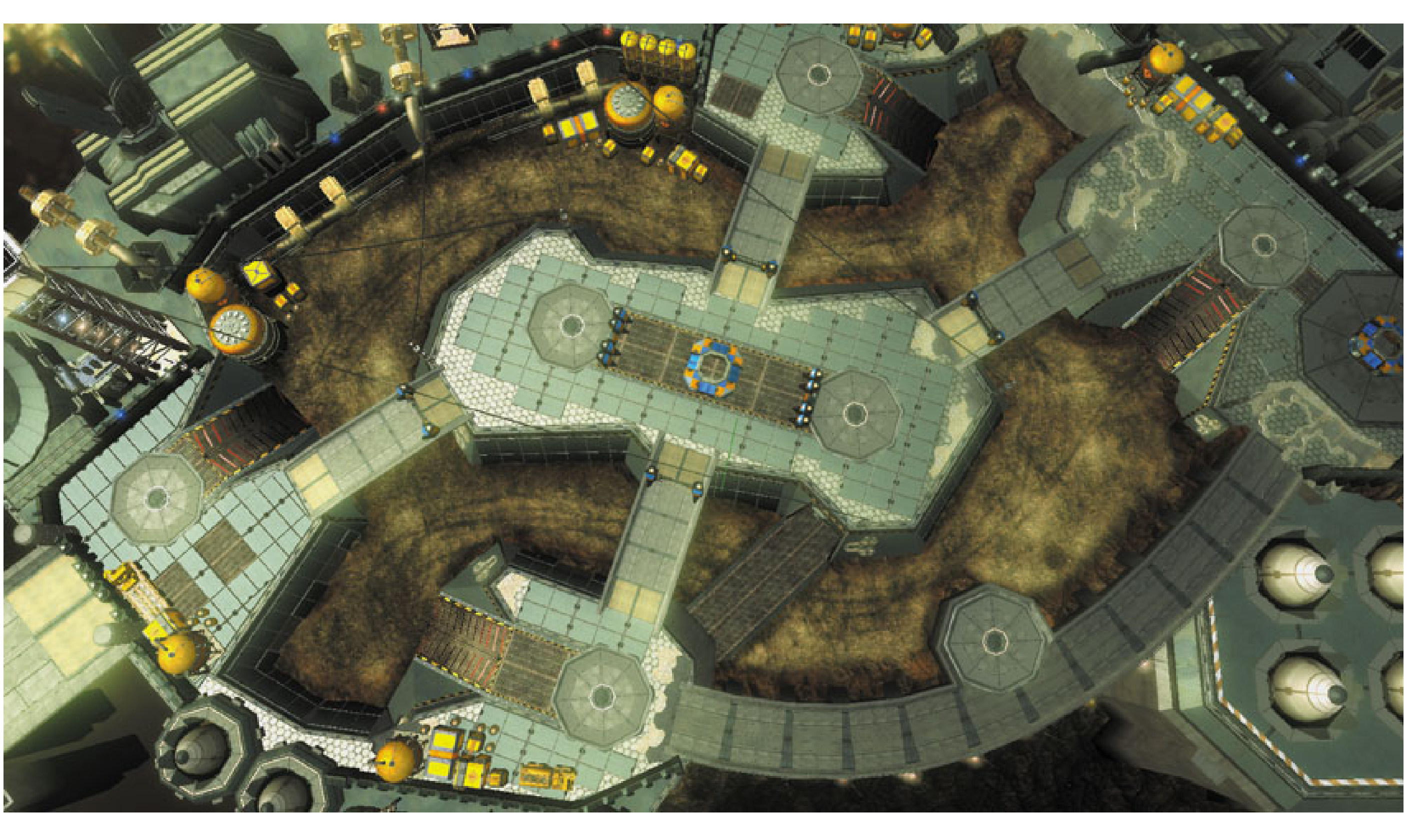
Supported Game Modes: Deathmatch, Team Deathmatch, King of the Hill



The EDF ruled Mars with an iron fist, and weapon installations like Particle Cannon 7 were the seat of their power. Red Faction doesn’t need to train there, but if you’re going to blow stuff up anyway. . . This map is most suited to King of the Hill mode and always guarantees focused destruction and manic combat. If you’re holding the hill and you have a Singularity Bomb, a great tactic is to drop the bomb on the hill and run for a Repair pick-up. Everyone else will be in such a rush to become king, they probably won’t spot the Singularity Bomb and you may manage to kill a few opponents at once!

The Fortress

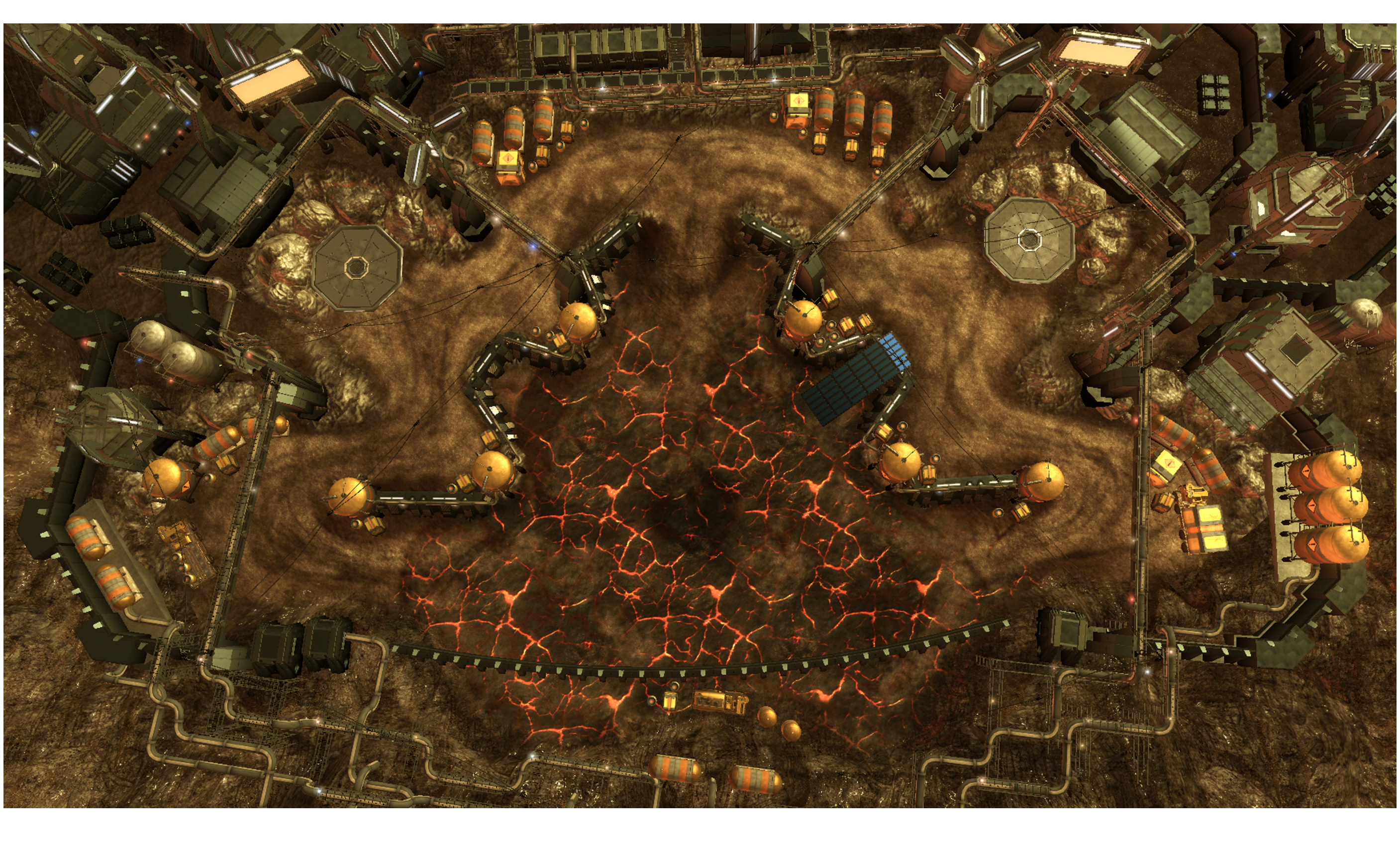
Supported Game Modes: Deathmatch, Team Deathmatch, Flag Frenzy



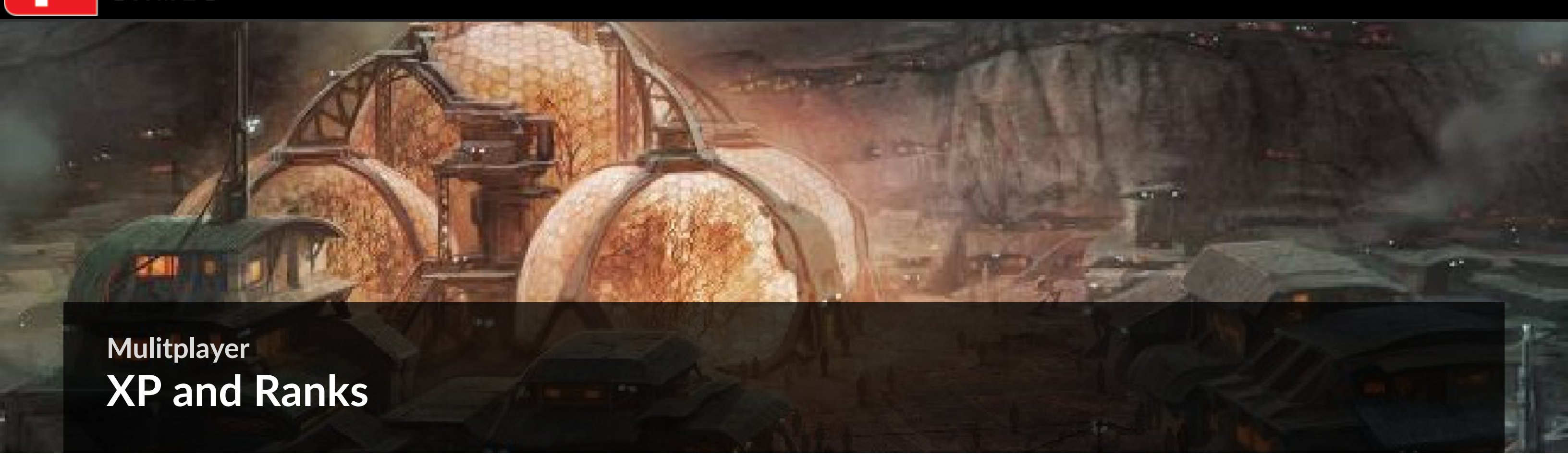
Outposts like the Fortress are spread throughout the Martian desert, built to protect nearby mines or other valuable resources. Isolated and vulnerable, they are common targets for bandits and ne’er-do-wells, no matter how high their walls. This is a large map that creates a sprawling Deathmatch battle. The layout is ideal for the faster moving vehicles that can take advantage of their speed to collect the best pick-ups. The map has different levels and lots of route options when moving around, which makes it an ideal Flag Frenzy map.

Wasteland

Supported Game Modes: Deathmatch, Team Deathmatch, Capture the Flag

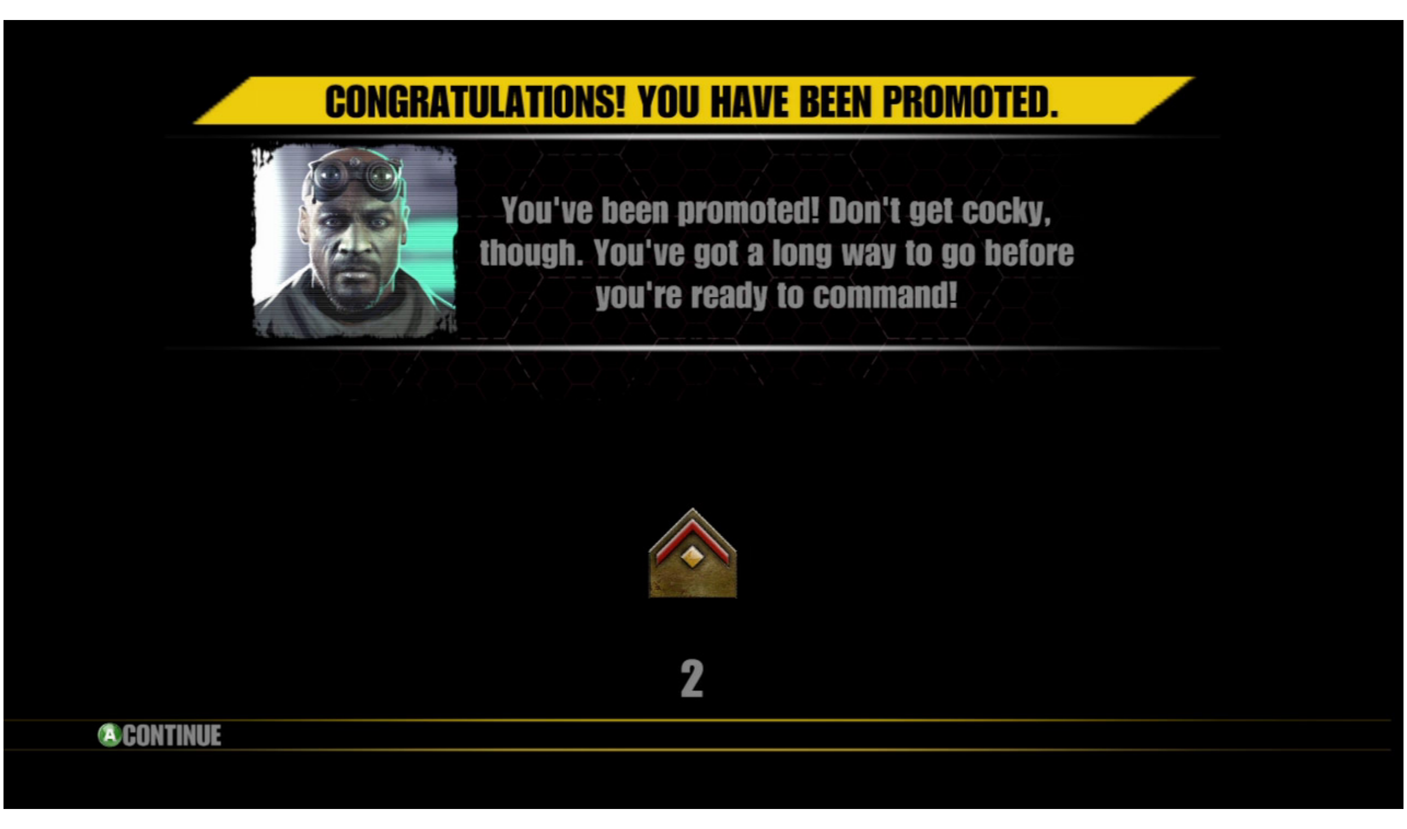


Red Faction silenced the EDF’s artillery long ago, but the former “Free Fire Zone” remains a dangerous place, full of bandits and abandoned weaponry. In many ways, it’s the perfect place to train. Wasteland is a relatively large map originally designed for team Capture the Flag. The center is an open killing field with no cov-er, so it’s important to keep moving. The large explosive tanks are a major danger, and it’s possible to get some very satisfying kills when opponents are racing for the pick-ups. A good tactic is to destroy the opposing team’s ramps leading up to the their base—it’ll force them to go the long way around with the flag.



Mulitplayer

XP and Ranks



CONGRATULATIONS! YOU HAVE BEEN PROMOTED.

You've been promoted! Don't get cocky, though. You've got a long way to go before you're ready to command!

2

Earn your first few ranks by playing the training missions. This unlocks more vehicles and upgrades for use in multiplayer matches.

By playing both training missions and online multiplayer matches, you acquire experience points, or XP. However, the points you earn in a match differ from the XP earned. There are two different/parallel point schemes. There's the XP system, where XP is earned for performing a variety of actions, and a separate in-game scoring system, where points scored vary depending on the game mode. The points you see at the top of the screen during a match aren't representative of the XP earned. These in-game points simply determine the winner of the match. XP is tallied and awarded at the end of the match, appearing alongside your name on the final scoreboard. Over time XP adds up, allowing you to earn new ranks. Some ranks reward new vehicles or upgrades for existing vehicles. The following tables show what actions earn you XP as well as the different ranks and unlocks.

Experience Points [XP]

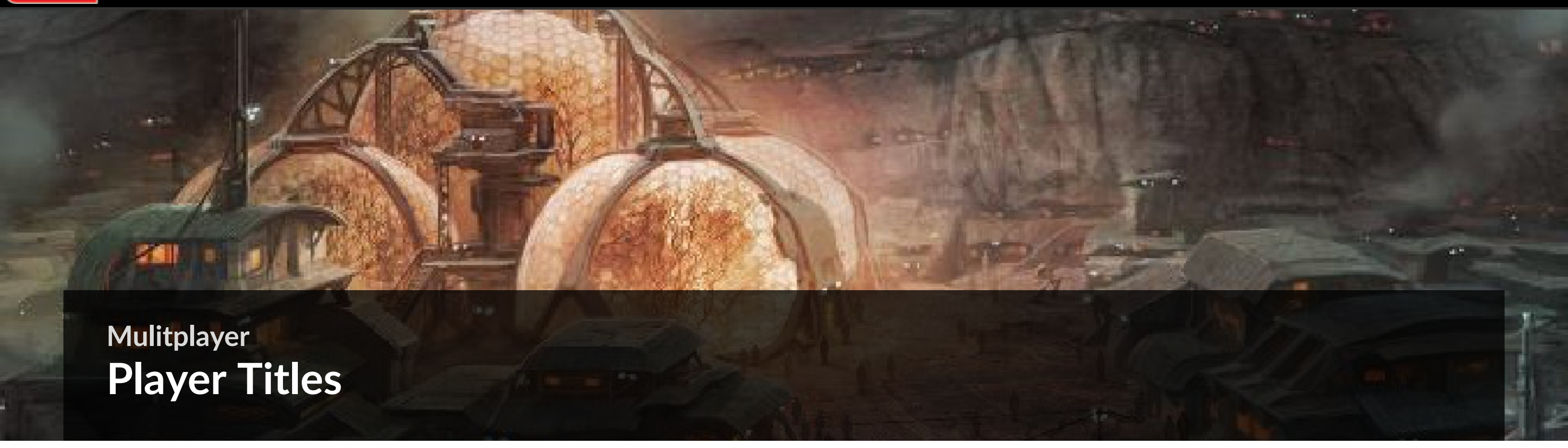
Action	XP
Kill	20
Bonus for a kill in Deathmatch	10
Assist	10
Bonus for an assist in Deathmatch	5
50% Damage caused	10
Bonus for causing 50% damage in Deathmatch	10
10 seconds as King of the Hill	20
Kill King of the Hill	10
Picked up the flag	10
Killed the flag carrier	10
Captured the flag	40
Kill Streak	40
Take part in an online game	50
Win solo game with more than 2 players	100
Be on the winning team	150
Achieve bronze in a training mission	100
Achieve silver in a training mission	500
Achieve gold in a training mission	500
Achieve bronze online player award	500
Achieve silver online player award	1500
Achieve gold online player award	3000

Ranks and Unlocks

Insignia	Rank	Points Required	Unlock
	1	0	—
	2	2,100	New Vehicle: EDF Scout
	3	4,200	Upgrade: Miner ATV Extra Speed
	4	6,300	New Vehicle: Rover Flatbed
	5	8,400	Upgrade: Light Walker Extra Firepower
	6	10,500	New Vehicle: EDF MLRS
	7	12,600	Upgrade: EDF Medium Tank Extra Speed
	8	14,700	New Vehicle: Combat Walker
	9	16,800	Upgrade: EDF Scout Extra Armor
	10	19,000	New Vehicle: EDF Heavy Tank
	11	21,500	Upgrade: Rover Flatbed Extra Firepower
	12	23,700	Upgrade: EDF MLRS Extra Firepower
	13	26,100	Upgrade: Combat Walker Extra Armor
	14	29,000	Upgrade: EDF Heavy Tank Extra Speed
	15	32,000	—
	16	35,600	—
	17	39,600	—
	18	44,300	—
	19	49,600	—
	20	55,600	—
	21	62,440	—
	22	70,100	—
	23	78,700	—
	24	88,300	—
	25	100,000	

Note

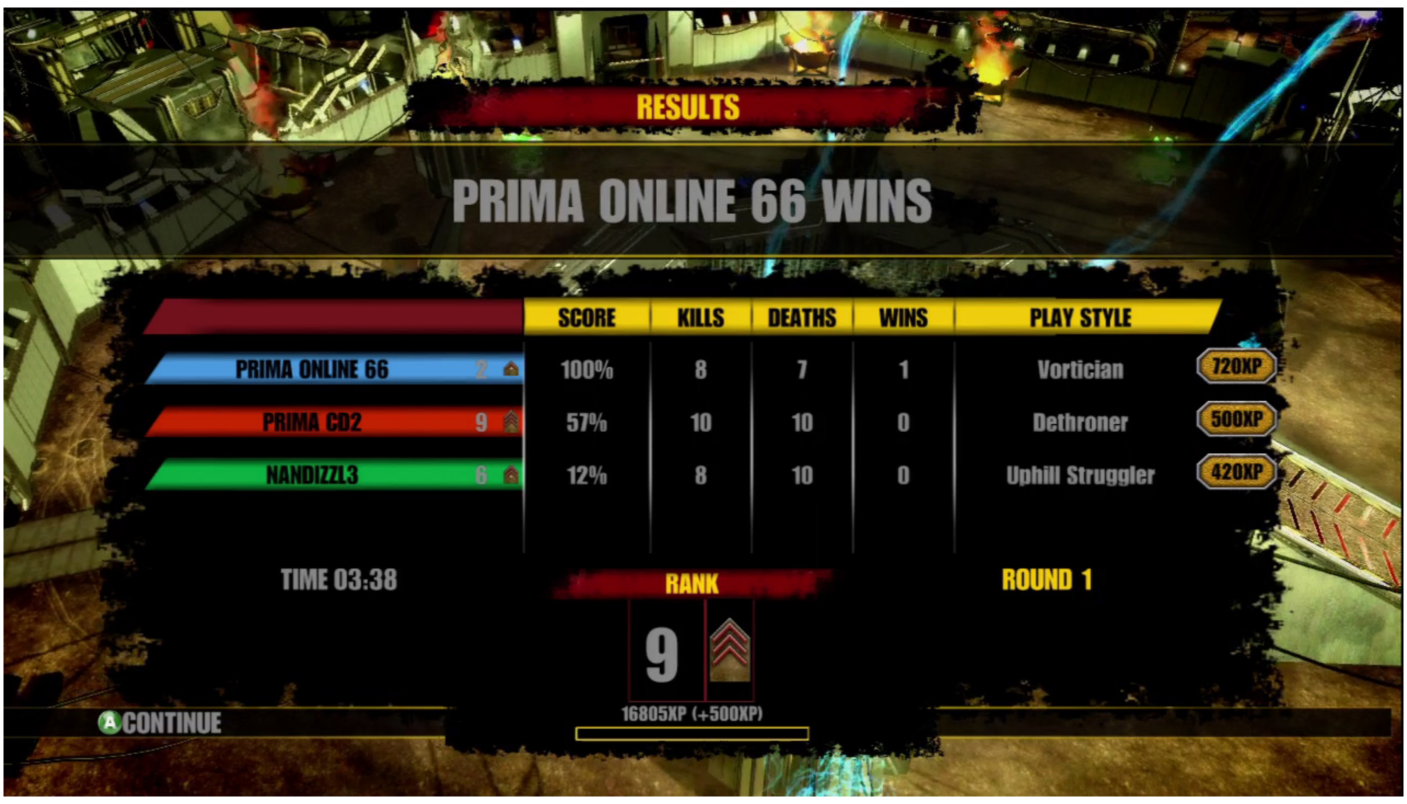
At both ranks 2 and 10, you are awarded 1,000 salvage for use in Red Faction: Armageddon. The salvage is automatically added to your account when you start the game with the same user profile you used in Battlegrounds. At rank 20, the Enforcer weapon is unlocked in Armageddon as well, available from any weapons locker.



Mulitplayer

Player Titles

Player Titles are displayed next to a player's name in the results screen. Which title is awarded to a player is based upon a number of criteria. The player's play style is compared with the entries in this table, and the entry which matches with the highest priority is displayed for the player.



RESULTS

PRIMA ONLINE 66 WINS

	SCORE	KILLS	DEATHS	WINS	PLAY STYLE	
PRIMA ONLINE 66 2	100%	8	7	1	Vortician	720XP
PRIMA CD2 9	57%	10	10	0	Dethroner	500XP
NANDIZZL3 6	12%	8	10	0	Uphill Struggler	420XP

TIME 03:38

RANK

9

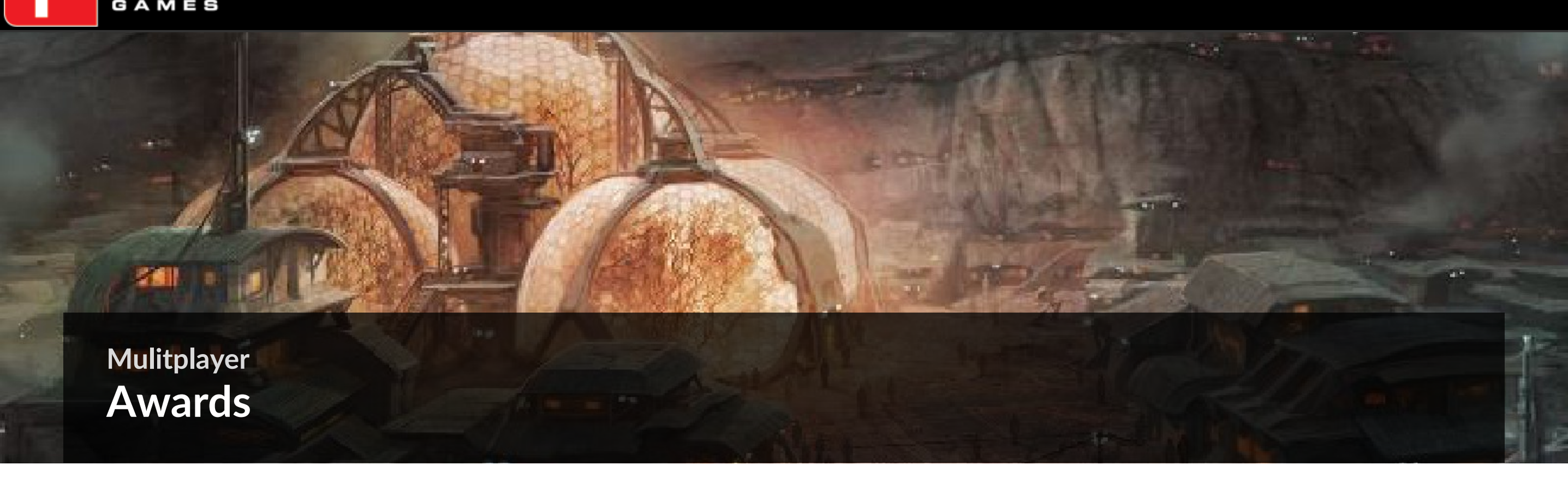
16805XP (+500XP)

ROUND 1

At the end of a match, your title appears next to your name.

Player Titles

Title	Criteria	Priority
Death Wish	2 or more suicides	9
Butter Fingers	Flag dropped 2 or more times	8
Pacifist	No kills	8
So Close	Nearly won a Deathmatch (within 10 points of winner)	8
Vortician	2 or more Singularity Bomb kills	8
Plastic Surgeon	3 or more kills using Remote Mining Charges	7
Delivery Man	Flag delivered 3 or more times	7
Mechanic	3 or more Repair pick-ups acquired	7
Invincible	No deaths	7
Dethroner	Killed the King of the Hill 5 or more times	7
Sniper	At least 75% hit accuracy	7
Hoarder	5 or more pick-ups acquired	7
Guerilla Tactician	3 or more kills using Proximity Mines	7
One Trick Pony	5 or more spawns in the same vehicle	6
Joy Rider	5 or more spawns in different vehicles	6
Spray and Pray	Most shots fired	6
Economist	Least shots fired	6
Serial Killer	Killstreak of 5 or more	5
Pin Cushion	Deathstreak of 5 or more	5
Accomplice	5 or more assists	5
Interceptor	5 or more flag carriers killed	5
Uphill Struggler	Least time as King of the Hill	4
Miner	15 or more Proximity Mines dropped	3
Demolition Man	15 or more Remote Mining Charges dropped	3
So Close	Nearly won King of the Hill—have 97.5% but lose	3
Devastator	Most kills	2
Coffin Dodger	Most deaths	2
Fashionably Late	Join when a game has been in progress for 30 seconds or more	2
Taking Part	If no other titles are available, this one will be used	0



Mulitplayer

Awards

Playing online has its perks. Not only do you gain experience and move up the ranks, but you can also earn a variety of awards.

Each award has three badges: bronze, silver, and gold. The badges and criteria for each are listed in the following tables.

Deathmatch Master

Award	Play Time
	20 Minutes
	60 Minutes
	300 Minutes

Team Deathwatch Master

Award	Play Time
	20 Minutes
	60 Minutes
	300 Minutes

King of the Hill Master

Award	Play Time
	20 Minutes
	60 Minutes
	300 Minutes

Flag Frenzy Master

Award	Play Time
	20 Minutes
	60 Minutes
	300 Minutes

Capture the Flag Master

Award	Play Time
	20 Minutes
	60 Minutes
	300 Minutes

Tank Killer

Award	Tank Kills
	20 Kills
	100 Kills
	250 Kills

Walker Killer

Award	Play Time
	20 Minutes
	60 Minutes
	300 Minutes

Light Vehicle killer

Award	Light Vehicle Kills
	20 Kills
	100 Kills
	250 Kills

Destroyer

Award	Total Kills
	100 Kills
	400 Kills
	1,000 Kills

Plan B

Award	Secondary Weapon Kills
	15 Kills
	50 Kills
	200 Kills

Team Player

Award	Assists
	20 Assists
	100 Assists
	150 Assists

Flag Capturer

Award	Flags Captured
	10 Flags
	40 Flags
	100 Flags

King of the Hill

Award	Time Spent as King
	15 Minutes
	50 Minutes
	200 Minutes

King Killer

Award	King Kills
	15 Kills
	50 Kills
	200 Kills

Flag Carrier Killer

Award	Flag Carrier Kills
	10 Kills
	40 Kills
	1,000 Kills

Game Played

Award	Games Played
	10 Games
	40 Games
	100 Games

Achievements and Trophies

Icon	Name	Description	Gamerscore	Trophy
	Taste of Victory	Win an online game.	5	Bronze
	Helping Hands	Complete your first local multiplayer game.	5	Bronze
	Welcome to the Faction	Gain your first rank.	5	Bronze
	The Running Man	Earn a gold star in a Survival training mission without using any weapons.	10	Bronze
	Total Carnage	Kill five opponents in a row without dying in an online multiplayer game.	10	Bronze
	Scrap Metal	Get a quad kill in the training missions.	10	Bronze
	The Skills to Pay the Bills	Unlock all of the training missions.	15	Silver
	The Black Hole	Kill all other players with the Singularity Bomb in a four-player online game.	15	Bronze
	Going Up in the World	Get to Rank 10.	15	Silver
	Bling	Gain a gold badge in five player awards.	20	Silver
	Take That, Winters!	Gain a gold star in all training missions.	40	Silver
	Faction Leader	Get to Rank 20.	50	Gold